



CONQUERORS, KILLERS AND CROOKS

STEVEN S. LONG

CONQUERORS, KILLERS AND CROOKS

Conquerors, Killers, And Crooks •

An Enemies Book for *Champions*

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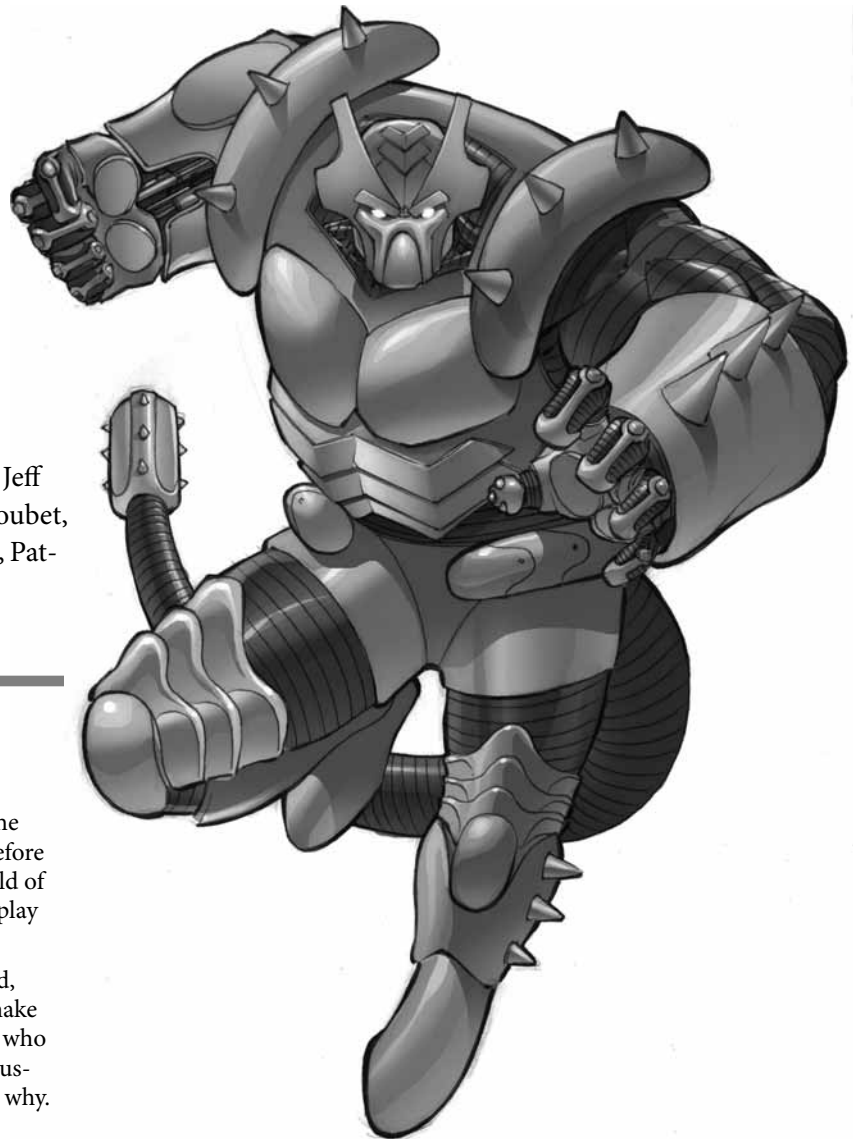
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A WORD OR TWO OF APPRECIATION

Dedication: We'd like to dedicate this book to all the *Champions* authors and creators who have come before us. Without their creativity and hard work, the world of the *Champions* wouldn't be nearly as much fun to play around in.

Special Thanks: To all the Hero fans who playtested, testread, math-checked, and otherwise helped us make this book as good as possible; and to the Hero fans who participated in message board and mailing list discussions about who they'd like to see in this book, and why.

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'One must expect to feel a few thunderbolts when one challenges the gods.'

'You heroes, look upon me and know what true Darkness is... and know, too, that it is your doom.'



'Keeping this Cat out is harder than you think.'

INTRODUCTION



One of the most time-consuming tasks a *Champions* GM has to perform is creating new villains for his campaign. It's tough to create intriguing, three-dimensional, challenging supervillains — each one requires a lot of thought, creativity, and work with the *HERO System* rules to get him “just right.” It's not uncommon for a GM to spend more time creating the villains for a *Champions* game session than planning everything else for the game combined.

To save you some time, and create a common group of villains for *Champions* gamers around the world to use as a frame of reference, *Conquerors, Killers, And Crooks* presents approximately one hundred supervillains for use in your games. Although these characters are tied to the *Champions Universe* setting (which is detailed in the aptly-named *Champions Universe* book), you can adapt them to your game in just a few seconds if you're not using that campaign. Just change the background, and perhaps the name, and *voilà!* — you've got a new villain for your game.

Similarly, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you'd rather have Grond in the *Ultimates* instead of Blackstar, you can easily make the switch. If you need more teams instead of solo villains, pick some likely candidates from Chapter Three and group them into a gang. If Gravitar is too powerful for your game, decrease her Characteristics and the Active Points in her powers. Each character comes with a “Campaign Use” section that includes suggestions on how to make him stronger or weaker, in case you have to adapt him to the power level of your campaign. After all, each game is a little different, so not every published character fits every GM's preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, and how he'd function as a Hunted.

The villains in this book are designed as Standard Superheroic characters, with 200 Base Points. About half of them have the normal 150 points' worth of Disadvantages, putting them on par with starting superheroes in most *Champions* campaigns. The rest, including all the “master villains” in Chapter One, have more than 350 points (sometimes *many* more), justified either with more Disadvantages or Experience Points. Sometimes it's not possible to define a villain properly on 350 points, and it's preferable to build a villain *right* rather than to follow rigid point restrictions or nebulous concepts of “points efficiency.” Vil-

lains, after all, aren't the central focus of the campaign, so you don't have to worry as much about campaign standards as you do with PCs (who are *always* on center stage) when creating them.

As an enemies book, *Conquerors, Killers, And Crooks* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

WHAT HAS GONE BEFORE

Fans who have a longstanding familiarity with *Champions* and the previous incarnations of the *Champions Universe* will notice quite a few favorites in these pages — classic villains like Dr. Destroyer, Foxbat, and Firewing. Although their appearances and backgrounds may differ (a little or a lot), at heart they're the same old favorites the players in your campaign have enjoyed fighting in the past. However, not every character created in earlier *Champions* products is in this book. Some may appear in later books, but some never will. The new *Champions Universe* isn't the same as the old, and so it doesn't necessarily need what the old one did. Nevertheless, it's only right and proper to acknowledge the efforts of past creators who have helped to shape gamers' ideas about what a good *Champions* villain should be. First and foremost among them is Scott Bennie, whose *Classic Enemies* has provided *Champions* gamers with hours of fun for the past decade, but even that book recognizes the contributions of others. Thanks, guys!

This book also contains plenty of new villains who will, hopefully, soon become favorites of yours along with the likes of Dark Seraph and Eurostar. Some fill gaps in the existing roster, and others are particularly suited to the new *Champions Universe* and its stories for some reason. If nothing else, they should provide an unpleasant surprise for players who already know what Dr. Destroyer or Binder can do.

So, get ready for a new universe of villainy and superheroic excitement! With the legions of *Conquerors, Killers, And Crooks* at your beck and call, you have hundreds of ways to challenge the superheroes of the world.

CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *HERO System 5th Edition*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website (www.herogames.com), also provide some information about character sheet formatting.

In a Multipower, a “u” next to the cost indicates a Fixed (or “ultra”) slot, and an “m” a Flexible (or “multi”) slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).



MASTER VILLAINS

The first part of *Conquerors, Killers, And Crooks* describes six *master villains* — supercriminals powerful enough to threaten the world (or even the entire universe). Some have hidden bases scattered around the world and entire armies of followers, while others prefer to work by themselves. But each one represents a danger no superhero can afford to ignore.

The master villains described here are:

Dr. Destroyer

Gravitar

Istvatha V'han, Empress Of A Billion Dimensions

Menton

Takofanes the Undying Lord

The Warlord

DOCTOR DESTROYER



Background/History: Born to a Bavarian dollmaker and his wife in the bitter winter of 1917, Albert Zerstoiten was a precocious child. Able to walk before he was a year old, and to speak coherent sentences before he was two, he constantly amazed his parents with his intellect and strength.

Although the family was poor, Rudi Zerstoiten often entertained his son with stories of his ancestors' past glories, when the Zerstoitens were renowned nobles. Albert loved the tales of grandeur and power, and sat quietly in his father's workshop and helped him make dolls just so Rudi would tell him more. As he grew up, the stories of his noble blood, together with his rising awareness of his intellectual superiority, combined to make him insufferably arrogant and proud.

Nor was that his only social difficulty. Albert displayed a terrible temper, becoming furious whenever he was slighted, frustrated, or denied in any way. His parents soon learned it was best not to anger him, but other people simply kept their children away from him, fearing he'd hurt them. Albert didn't care; he had no desire to spend his time in the company of inferiors. He grew up alone, immersed in his studies.

So vast was Albert's intelligence that he was enrolled in university at age 12. By the time he was 20, he had two Ph.D degrees. His learning and Aryan good looks attracted the attention of the Nazi government, which offered him a job working on a number of secret military projects. Albert readily agreed to the "offer," knowing not only that he had no choice, but that he could improve his already extensive skills through such cutting-edge projects. Though he mouthed Nazi slogans when required to, he considered the Nazi philosophy foolish. He was well aware that no one race, German or otherwise, was superior to all the rest; only he and he alone stood above the teeming masses of humanity. Even the purest of Germans was as nothing compared to him.

Albert worked on numerous war projects for the Nazis from 1938 until 1944, including several involving the new *Übermenschen*, who intrigued him and became a subject of lifelong fascination. But when it became apparent Germany was destined to lose the war, he defected, betraying his colleagues to the French Resistance. Reports that several scientists whom Albert intensely disliked were already dead when the Resistance attacked have never been confirmed.

Albert cared for the French no more than he had for the Germans. When the opportunity arose, he betrayed the Resistance as well and took ship for

South America. He already knew what destiny lay in store for him — rulership — and it was time to begin fulfilling it. But fate had other ideas. The British stopped the cargo ship he was on and captured him — the first, and last, time anyone ever took him against his will. He was escorted to America under careful guard. The Allies knew who he was, and though they despised him, they could not deny his towering intellect or his devilish creativity when it came to inventing weapons. American officials, eager to take advantage of his abilities in the Cold War they knew would inevitably follow World War II, overlooked his activities on behalf of Nazi Germany. The hideous experiments involving human subjects tortured to death in the name of Science, the advanced firebombs designed to devastate entire cities, the dabbling with germ warfare — all were conveniently forgotten. Instead of facing judgment at Nuremberg, Albert Zerstoiten found himself living in a comfortable split-level home in America and working on the next generation of atomic bombs.

But the temporary derailment of his plans did nothing to change Zerstoiten's mind about his ultimate destiny. His superiority, not only over common folk but even the other "advanced" scientists he worked with on a daily basis, was readily apparent to anyone with even the slightest wit. He stayed just long enough to learn what he needed to know about America's technological and military secrets, and then departed, hiding himself in South America so he could work unmolested. Scientists who had annoyed or aggravated him turned up dead shortly after he left, but no one was ever able to definitely connect their deaths to him.

For the next quarter of a century, Zerstoiten worked to build not only his scientific acumen, but a world-wide criminal network. He soon gained a reputation as a supplier of advanced weaponry to underworld gangs, terrorist organizations, and supervillains, but his empire was far greater than that. By 1960, his smuggling operations, dummy corporations, and other resources had made him a millionaire many times over. Across the globe, powerful underworld figures knew him only by the English translation of his name — Dr. Destroyer.

By the mid-1970s, Zerstoiten felt prepared to begin his conquest of Earth in earnest, but he knew he had to prepare to contend with costumed superheroes as much as with the governments of the world. Designing himself a suit of powered armor, the most advanced ever invented up to that time, so he could face his foes on even footing, he embarked on his first scheme of conquest: a plan to take over California, and eventually the entire United States.



Fall Down — Go BOOM!

'Yes, Destroyer's armor is more powerful than mine — it's more powerful than *anyone's*. Watch the news footage of the Battle of Detroit. You haven't seen me singlehandedly collapsing any skyscrapers, have you? And that was what he could do ten years ago....'

— Defender of the Champions

With America out of the way, it would be child's play to conquer Europe, Russia, and anyone else who dared resist him. On March 5, 1975, he launched his assault, backed by an army of agents equipped with super-tech vehicles and weapons of his own design. The superheroes of America, including the Fabulous Five, the Justice Squadron, the Sentinels, and many independent heroes, responded. After a fierce battle, they drove Destroyer from his initial gains and forced him to abandon the attempt, though it cost them dearly — both Kid Chameleon and the Ocelot fell by Destroyer's hand.

Between 1975 and 1992, Destroyer tried several times to conquer the world, often making impressive initial gains but always suffering eventual defeat at the hands of heroes — albeit by frighteningly narrow margins. (Though he also helped to defeat the Gadroon and stave off other threats to Earth during this time.) Most infamous of these attempts was the 1991 attack on America using the artificial island of Destruga, and the follow-up effort in 1992 that resulted in the almost total destruction of Detroit... and, to humanity's great relief, Destroyer's death.

Or so Destroyer preferred for the world to believe. His analysis of his activities during the past two decades convinced him he needed more resources, better technology, and stronger forces if his plans were to succeed. The superheroes of Earth represented an X-factor he could never completely predict or compensate for, so the only solution was to greet them with overwhelming force. The attack on Detroit was nothing more than a feint, a way to fake his own death so he could go into seclusion to develop his most irresistible plan of conquest yet.

For ten years Destroyer remained in hiding, so carefully concealed that not even a whisper of his continued existence reached the ears of the governments of the world. During that time he concentrated on scientific research, developing new weapons and systems even more advanced than his already cutting-edge technology. Incorporating breakthroughs in computing, robotics, microelectronics, bioengineering, and nanotechnology into his inventions, he built himself a new suit of armor — the most powerful the world has ever seen. More regal and impressive than ever, he now stands poised to fulfill his destiny and become ruler of the world... regardless of how many costumed fools choose to stand against him.

Personality/Motivation: Destroyer is arrogance and imperial ambition personified. He *knows*, from years of experience, that he is intellectually and physically superior to all other human beings (and, for that matter, other sentients), and that as such it is his right

to rule the planet Earth. All mankind must bow to him, and acknowledge him its unquestioned master, before he will be satisfied. Compared to other people, he is a god, and he intends to be recognized as one. He will not tolerate scorn, mockery, or impudence; on more than one occasion he has casually slaughtered someone who made a trivial remark he found offensive.

Destroyer's ego and arrogance manifest themselves in grandiloquent ways. He's not content to sit quietly and conspire behind the scenes to take over the world; he wants to bring humanity to its knees with one terrifying gesture that embodies his irresistible power and intelligence. Given to long, pompous speeches describing his own superiority and inevitable triumph, Destroyer is so confident in his own success that he usually doesn't hesitate to reveal his plans to superheroes. After all, they can't possibly stop him in time.

At times, Destroyer carries himself with a noble air, as if affecting the manners of the emperors of old, and pretends to be honorable and trustworthy. In truth, he is neither. Though he claims his word is his bond, he readily breaks promises he finds inconvenient and willingly betrays anyone foolish enough to ally with him if he can gain by doing so.

Although the rest of the world considers Destroyer irredeemably evil (and he is), no one denies his extraordinarily intelligence and other gifts. Anyone who underestimates his intellect, his capacity for creating multiple-layered plans, or his willingness to do whatever he must to achieve his goals is in for a rude surprise. The same goes for those who consider Destroyer a straightforward combat opponent; in truth, he enjoys manipulating people intellectually and emotionally — especially if, by doing so, he can make them question their ethics or morals. He's particularly fond of using superheroes' Codes Versus Killing against them.

Quote: "One must expect to feel a few thunderbolts when one challenges the gods."

Powers/Tactics: Doctor Destroyer is widely, and correctly, regarded as the most technologically advanced and adept person on Earth. He wears a suit of powered armor that's more sophisticated and powerful than any other in existence, and the super-technology in his bases, vehicles, and weapons is similarly advanced. Every time superheroes capture some of Destroyer's technology, the scientists of the world learn new things. Destroyer's armor, and much of his technology, is constructed of *Destreum*, a super-strong alloy he invented.

Because Destroyer almost never takes off his armor (and then only in the most safe conditions), and it cannot be removed against his will without circumventing elaborate security technology, it does not take a Limitation such as *Focus* or *Only In Heroic Identity*. For game purposes, Dr. Destroyer simply has innate powers — though the GM should, of course, keep the special effect in mind when resolving specific situations.

Destroyer's armor comes equipped with systems designed to make him as physically superior to superhumans as he already is intellectually. His

Primary and Secondary Weapon Arrays contain blasters and other weapons powerful enough to kill or harm even the likes of Grond and Ripper, and his defensive systems (ranging from the natural defenses of his armor, to walls of force he can generate at range) protect him from most types of harm. He can fly, effortlessly lift hundreds of tons of weight, and perform many other astounding feats. With his vast technological resources, he can add to or adapt his armor for specific situations if need be.

But Destroyer's armor is not his greatest weapon. His matchless mind is what gives him the edge he needs to triumph. He is enormously skilled, a world expert in dozens of sciences and related subjects, and a polymath of almost unprecedented scope.

Doctor Destroyer rarely engages in combat himself, preferring not to soil his hands with such menial tasks. He usually sends a robot duplicate or other flunkies instead. If he does fight, he begins battle without employing any advanced tactics — he simply stands there and blasts away at his foes, knowing they cannot withstand his attacks for long. He prefers single attacks, but will resort to multiple-power attacks if necessary, or to impress onlookers. If his enemies somehow resist, avoid, or counteract his attacks, he quickly adapts, using his intellect and tactical insight to find ways to lay them low. Superheroes who mistake his arrogant approach to combat for a true lack of tactical sense are in for a shock.

Destroyer has two Achilles's heels — one known to the world, one carefully kept secret. The first is his pride and arrogance, through which he can sometimes be taunted into exposing himself, and which drive him to grandiose schemes when more covert action would probably allow him to achieve his goals more quickly. The second is a quirk of genetics that played him false. The same genes responsible for his incredible intelligence and good health also render him not susceptible to the standard age-retarding scientific treatments known to the Champions Universe as of 2002. (They also make it extremely difficult to viably clone him.) Destroyer is now 85 years old, and though he has slowed down his aging somewhat, he cannot stop it altogether. His armor in essence acts as a life support system, not only granting him powers but keeping him as healthy as possible as long as possible. He is desperately researching new ways to halt, or even reverse, his aging before it becomes too late.

Resources: Doctor Destroyer possesses more, and more advanced, resources than many nations. In addition to his technological prowess, he is a billionaire dozens of times over, with income deriving not only from his numerous criminal schemes but the many dummy corporations he has established over the years to exploit patents obtained on his lesser inventions. Approximately twenty thousand highly-trained servants, troops, and technicians serve him with absolute loyalty, and many more people would flock to his banner should he gain some measure of true geopolitical power in the world. Destroyer also has a few superpowered servants; two of them, Gigaton and Rakshasa, are detailed below.

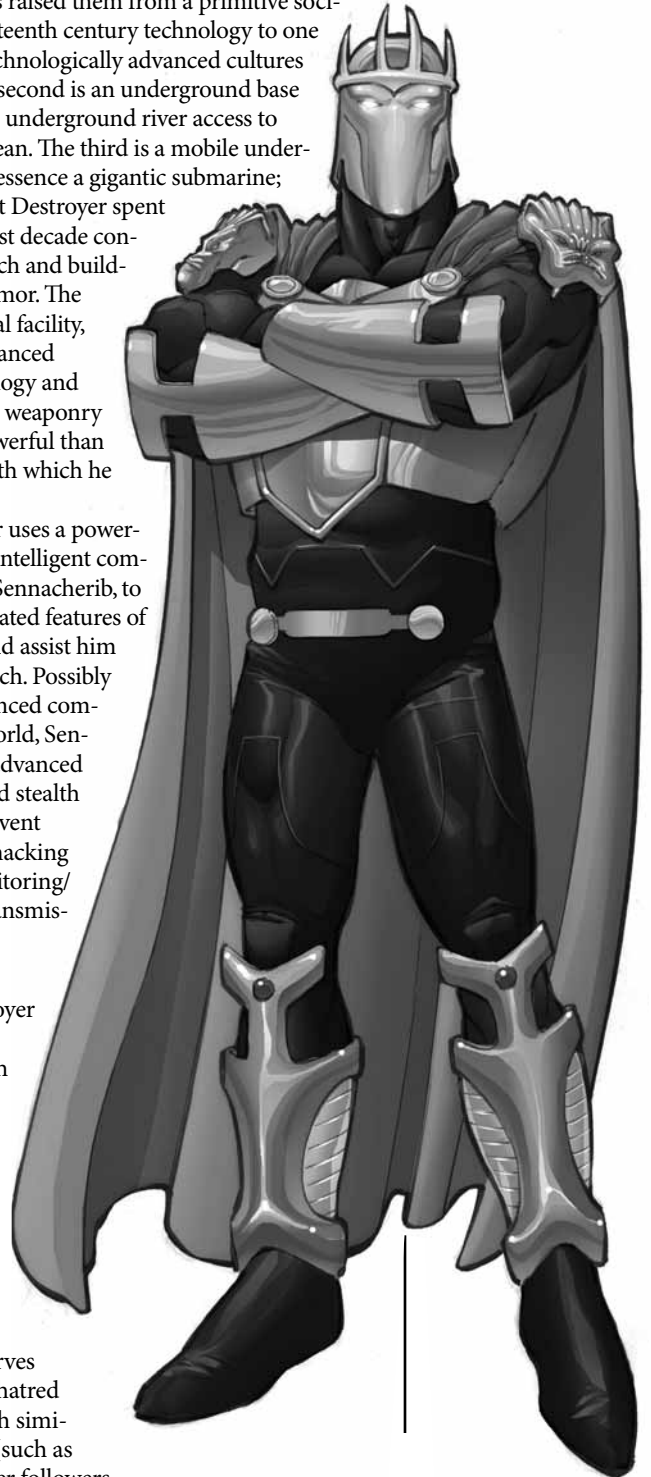
In addition to his human followers, Destroyer has uncounted legions of robots, androids, and other mechanical constructs at his command. Second

only, perhaps, to Mechanon in terms of his skill with robotics, Destroyer often uses robotic duplicates to insulate himself from direct contact with or harm from superheroes. He rarely uses cloned servants or constructs, preferring to leave the less precise and powerful biological sciences to the likes of Teleios.

Destroyer has four main headquarters. The first, and oldest, is hidden deep in the Vale of Javangari in the Himalayas. He discovered this ancient valley, inhabited by peoples who had had no contact with the outside world for centuries, in the 1960s. He conquered it so effortlessly that the people there now revere him as a god, an incarnation of Shiva, and serve him without question or complaint. In but a few decades he has raised them from a primitive society with seventeenth century technology to one of the most technologically advanced cultures on Earth. The second is an underground base in Siberia with underground river access to the Pacific Ocean. The third is a mobile underwater base, in essence a gigantic submarine; it was here that Destroyer spent most of the past decade conducting research and building his new armor. The last is an orbital facility, hidden by advanced stealth technology and equipped with weaponry even more powerful than the cannon with which he razed Detroit.

Destroyer uses a powerful artificially intelligent computer, named Sennacherib, to run the automated features of his facilities and assist him with his research. Possibly the most advanced computer in the world, Sennacherib has advanced encryption and stealth systems to prevent anyone from hacking into it or monitoring/tracking its transmissions.

Relations With Others: Destroyer does not get along well with *anyone*; every powerful individual and organization in the world is but an obstacle to his goal of world conquest. He reserves his particular hatred for groups with similar objectives (such as VIPER), former followers



DR. DESTROYER PLOT SEEDS

By murdering the PCs' liaisons and contacts and replacing them with robotic duplicates, Destroyer begins to turn government opinion against the heroes. Before they know it, they're wanted on trumped-up charges! Can they remain free long enough to figure out what's going on and clear their names... or will Destroyer take advantage of the confusion to succeed with his latest scheme?

Destroyer unleashes an army of robotic soldiers in an attempt to conquer India. The PCs have to stop the invasion, all the while trying to figure out why the fiendish Doctor would choose such a difficult target when many easier ones are available.

Destroyer announces he's built a series of orbital cannons like the one that levelled Detroit, and demands the world surrender to him in 24 hours or he'll start destroying major cities, one per hour, until it does so. Can the PCs find him and stop his plot in time?

who have "betrayed" him (Menton and Mentalla), and groups like DEMON which rely on magic instead of technology (which he considers foolish and dangerous, since wizardry cannot be controlled or scientifically analyzed). Nevertheless, Dr. Destroyer has from time to time joined forces with other supervillains or villainous organizations as a way to achieve his goals. Inevitably, he betrays these allies, or comes to blows with them when their megalomaniacal personalities clash with his own.

Some experts on supervillainy have opined that Dr. Destroyer is the Supreme Serpent who supposedly rules VIPER, and that he either built, or secretly is, the robotic fiend Mechanon. Destroyer has never commented on these theories.

Campaign Use: Doctor Destroyer is the single most powerful supervillain in the Champions Universe, the one villain any superteam, no matter how powerful, should regard as an extreme danger to the safety and security of the world. Even if the GM reduces Destroyer's power to make it possible for the PCs to defeat him, triumphing over him and stopping his schemes should *never* be easy.

The points allocated on Destroyer's sheet for agents and bases are approximations. As a master villain, Destroyer should have whatever resources and facilities he needs to carry out one of his schemes. Add to or change his Perks as needed.

Doctor Destroyer is perhaps the most dangerous Hunted any superhero can have; he counts as More Powerful than any given hero or superhero team. He might start Hunting a hero because he thinks the hero stole from him, or humiliated him in some way. If he really put his mind to it, Destroyer could kill just about any hero without much trouble. Only the fact that he has dozens of other things to occupy him keeps him from simply wiping out anyone he Hunts as soon as that person attracts his unfavorable attention.

If Destroyer is too powerful for your group to challenge (assuming you want them to confront him personally in combat at all), reduce the Active Points in his attacks appropriately (but typically to no less than 100-120 Active Points), and cut his Characteristics (reduce STR to 60, DEX to 25, and SPD to 6; do not reduce INT or PRE). You might also consider getting rid of his Damage Reduction or reducing his PD and ED. In the unlikely event he's not powerful enough to challenge your PCs, increase the Active Points in his attacks and defenses until he is, or equip him with entire new suites of powers (e.g., a Multipower of Mental Powers resulting from a Cerebro-Stimulator built into his helmet).

Appearance: Doctor Destroyer wears the most advanced and powerful suit of powered armor in the world. The basic armor, not much bulkier than ordinary clothing thanks to his nanotechnological breakthroughs, is jet black. Attached to it are a breastplate, gauntlets, and boots in silver-grey, and golden pauldrons in the shape of lion's heads. Over it all he wears a red cloak, and sometimes a sword for effect. His head and face are concealed by a silver-grey helm of distinctive shape, with a headpiece reminiscent of a golden crown on top.

Out of his armor, Albert Zerstoiten is an 85 year old white male, extremely healthy and fit for his age but still showing the signs of nearly a century of hard-lived life. He has a thick head of grey hair, and his face, handsome even today, looks cultured and intelligent even when he's committing the most evil acts imaginable. His eyes, lively and piercing, betray the cruelty that lives within him.

DR. DESTROYER

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
30	DEX	60	15-	OCV: 10/DCV: 10
55	CON	90	20-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	14-	ECV: 9
60	PRE	50	21-	PRE Attack: 12d6
12	COM	1	11-	
40	PD	24		Total: 40 PD (40 rPD)
40	ED	29		Total: 40 ED (40 rED)
8	SPD	40		Phases: 2, 3, 5, 6, 8, 9, 11, 12
30	REC	6		
150	END	20		
100	STUN	2		Total Characteristics Cost: 489

Movement: Running: 12"/24"
Flight: 30"/60"

Cost	Powers	END
150	<i>Primary Weapons Array:</i> Multipower, 150-point reserve	
15u	1) <i>Destroyer-Beam (Standard Mode):</i> EB 30d6	15
15u	2) <i>Destroyer-Beam (Energy Conservation Mode):</i> EB 20d6, Reduced Endurance (0 END; +½)	0
15u	3) <i>Destroyer-Beam (AP Mode):</i> EB 20d6, Armor Piercing (+½)	15
15u	4) <i>Destroyer-Beam (Explosive Mode):</i> EB 20d6, Explosion (+½)	15
15u	5) <i>Destroyer-Beam (Transdimensional Mode):</i> EB 20d6, Affects Desolidified (+½)	15
15u	6) <i>Destroyer-Beam (Mercy Mode):</i> EB 12d6, AVLD (defense is Power Defense; +1½)	15
15u	7) <i>Destroyer-Beam (Power Mode):</i> RKA 10d6	15
125	<i>Secondary Weapons Array:</i> Multipower, 125-point reserve	
11u	1) <i>Particle Cannon:</i> RKA 5d6, Reduced Endurance (0 END; +½)	0
12u	2) <i>Secondary Destroyer-Beam:</i> EB 16d6, Reduced Endurance (0 END; +½)	0
12u	3) <i>Sensory Overload Cannon:</i> Sight and Hearing Group Flash 15d6, Reduced Endurance (0 END; +½)	0
12u	4) <i>Synaptic Interference Generator (Setting I):</i> Drain STR 8d6, Ranged (+½)	12
12u	5) <i>Synaptic Interference Generator (Setting II):</i> Drain DEX 8d6, Ranged (+½)	12
12u	6) <i>Synaptic Interference Generator (Setting III):</i> Drain SPD 8d6, Ranged (+½)	12
12u	7) <i>Tangleweb Projector:</i> Entangle 10d6, 10 DEF, Reduced Endurance (½ END; +¼)	5

112	<i>Technological Arsenal: Variable Power Pool (Gadget Pool), 90 base + 45 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)</i>	var
20	<i>Destream Armor: Hardened (+¼) for PD and ED</i>	0
50	<i>Destream Armor: Damage Resistance (40 PD/40 ED), Hardened (+¼)</i>	0
60	<i>Destream Armor: Physical and Energy Damage Reduction, Resistant, 50%</i>	0
85	<i>Force Barrier Generator: Force Wall (15 PD/15 ED; 5" long and 2" tall)</i>	9
37	<i>Destream Helmet: Sight and Hearing Group Flash Defense (15 points each), Hardened (+¼)</i>	0
20	<i>Destream Helmet: Mental Defense (20 points total), Hardened (+¼)</i>	0
20	<i>Destream Armor: Power Defense (16 points), Hardened (+¼)</i>	0
15	<i>Destream Armor: Lack Of Weakness (-15) for Normal Defenses</i>	0
45	<i>Life Support Systems: Life Support: Total</i>	0
90	<i>Armor Jets: Flight 30", Reduced Endurance (0 END; +½)</i>	0
12	<i>Swift Runner: Running +6" (12" total)</i>	1
5	<i>Visual Sensor Systems: Infrared Perception (Sight Group)</i>	0
5	<i>Visual Sensor Systems: Ultraviolet Perception (Sight Group)</i>	0
15	<i>Sonar System: Active Sonar (Hearing Group)</i>	0
3	<i>Audio Sensor Systems: Ultrasonic Perception (Hearing Group)</i>	0
8	<i>Communications Suite: HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)</i>	0
15	<i>Radar System: Radar (Radio Group)</i>	0
15	<i>Sensory Enhancement Systems: +10 versus Range Modifier for Sight Group</i>	0
15	<i>Sensory Enhancement Systems: Increased Arc Of Perception (360 Degrees) for Sight Group and Radar</i>	0
Perks		
310	Bases: four bases of up to 1,500 points each	
100	Contacts: various and sundry throughout the underworld, world governments, and the world scientific community	
15	Money: Filthy Rich	
85	Followers: approximately 20,000 Followers of up to 300 points each, built on 50 Base Points	
18	Reputation: world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6 Any other Followers, Vehicles, or Bases he might possibly need	
Talents		
5	Eidetic Memory	
3	Perfect Pitch	
5	Resistance (5 points)	
4	Speed Reading (x10)	

32	<i>Armor Computer Systems: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 16-</i>
Skills	
40	+4 Overall
20	+4 with Ranged Combat
3	Bureaucratics 21-
3	Combat Piloting 15-
7	Computer Programming 18-
15	Cramming (x3)
3	Criminology 16-
3	Cryptography 16-
3	Deduction 16-
3	Demolitions 16-
7	Electronics 18-
3	High Society 21-
3	Interrogation 21-
11	Inventor 20-
7	Mechanics 18-
5	Navigation (Air, Land, Marine, Space) 16-
3	Oratory 21-
3	Paramedics 16-
3	Persuasion 21-
31	Power: Gadgeteering 30-
2	PS: Dollmaking 11-
3	PS: Play Chess 16-
3	PS: Play Piano 15-
3	Security Systems 16-
3	Systems Operation 16-
3	Tactics 16-
9	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters, Large Planes, Small Planes, Submarines
13	Weaponsmith (all categories) 18-
3	Linguist
2	1) English (completely fluent; German is native)
2	2) French (completely fluent)
2	3) Italian (completely fluent)
2	4) Japanese (completely fluent)
2	5) Mandarin Chinese (completely fluent)
2	6) Portuguese (completely fluent)
2	7) Russian (completely fluent)
2	8) Spanish (completely fluent)
3	Scientist
2	1) SS: Anatomy 16-
2	2) SS: Anthropology 16-
2	3) SS: Archaeology 16-
2	4) SS: Astronomy 16-
2	5) SS: Bacteriology/Virology 16-
2	6) SS: Biochemistry 16-
2	7) SS: Biology 16-
2	8) SS: Botany 16-
2	9) SS: Chemistry 16-
2	10) SS: Computer Science 16-
2	11) SS: Density Physics 16-
2	12) SS: Dimensional Engineering 16-
2	13) SS: Electronic Engineering 16-
2	14) SS: Force Field Physics 16-
2	15) SS: Genetics 16-
2	16) SS: Geology 16-
2	17) SS: Gravitics 16-

- 2 18) SS: Mathematics 16-
- 2 19) SS: Medicine 16-
- 2 20) SS: Metallurgy 16-
- 2 21) SS: Nuclear Physics 16-
- 2 22) SS: Oceanography 16-
- 2 23) SS: Pharmacology/Toxicology 16-
- 2 24) SS: Physics 16-
- 2 25) SS: Psionic Engineering 16-
- 2 26) SS: Robotics 16-
- 2 27) SS: Size Physics 16-
- 2 28) SS: Subatomic Physics 16-
- 2 29) SS: Zoology 16-
- 3 Scholar
- 2 1) KS: Art History 16-
- 2 2) KS: Chess 16-
- 2 3) KS: The Espionage World 16-
- 2 4) KS: History 16-
- 2 5) KS: Literature 16-
- 2 6) KS: Military History 16-
- 2 7) KS: The Military/Mercenary/Terrorist World 16-
- 2 8) KS: Music 16-
- 2 9) KS: Superheroes 16-
- 2 10) KS: The Superhuman World 16-
- 2 11) KS: Superpowers 16-
- 2 12) KS: Supervillains 16-
- 2 13) KS: Wine 16-
- 2 14) KS: World Politics 16-
- 3 Traveler
- 1 1) CK: Berlin 11-
- 1 2) CK: Buenos Aires 11-
- 1 3) AK: Central America 11-
- 1 4) CK: London 11-
- 1 5) AK: The Middle East 11-
- 1 6) CK: Moscow 11-
- 1 7) CK: Munich 11-
- 1 8) CK: New York City 11-
- 1 9) AK: South America 11-
- 1 10) CK: Tokyo 11-
- 1 11) AK: The United States 11-

Total Powers & Skills Cost: 2,027

Total Cost: 2,516

200+ Disadvantages

- 20 Hunted: UNTIL 11- (As Pow, NCI, Capture)
 - 20 Hunted: PRIMUS 11- (As Pow, NCI, Capture)
 - 25 Psychological Limitation: Utterly Convinced Of His Own Superiority And Destiny To Rule The World (Very Common, Total)
 - 20 Psychological Limitation: Casual Killer (Very Common, Strong)
 - 20 Reputation: world's most powerful and dangerous supervillain, 14- (Extreme)
 - 15 Social Limitation: Public Identity (Dr. Albert Zerstoiten) (Frequently, Major)
- 2,196 Experience Points

Total Disadvantage Points: 2,516

Note: Dr. Destroyer does not receive the normal +5 bonus to his Hunteds for having a Public Identity because, although his name is publicly known, his general whereabouts almost never are.

EXAMPLE POWERS FOR *TECHNOLOGICAL ARSENAL* POWER POOL

Here are some examples of devices Dr. Destroyer might build with his Gadget Pool:

Dimensional Transporter: With this device, Dr. Destroyer can move from one point to another without crossing the physical space in between.

Teleportation 20", Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½). Total cost: 40 points.

EMP Cannon: Although he uses technology against his enemies, Dr. Destroyer doesn't like having it used against him. This weapon allows him to shut off his opponents' powered armor, blasters, and the like.

Dispel 24d6, any Electrical Device one power at a time (+¼) (90 Active Points); OIF (-½). Total cost: 60 points.

Flight Enhancer: With these extra jets, Dr. Destroyer can fly faster than ever.

Flight +15", x16 Noncombat for all (45 Active Points); OIF (-½). Total cost: 30 points.

Force Barrier Extender: This device enhances the strength and size of Dr. Destroyer's Force Barrier.

Force Wall (+6 PD/+6 ED; +5" long and +2" high) (44 Active Points); OIF (-½). Total cost: 29 points.

Miniaturized Arsenal: This series of weapon enhancements allows Dr. Destroyer to fire a wide range of deadly beams.

EB 12d6, Variable Special Effects (+½) (90 Active Points); OIF (-½). Total cost: 60 points.

Psionic Feedback Inducer: This weapon, which attaches to Destroyer's helmet, causes synaptic misfirings in the target's brain, resulting in spasms and intense pain.

*Ego Attack 4d6 (40 Active Points); OIF (-½), 8 Charges (-½) (total cost: 20 points) **plus** Drain DEX 2d6, Ranged (+½) (30 Active Points); OIF (-½), 8 Charges (-½), Linked (-½) (total cost: 12 points). Total cost: 32 points.*

Psychic Shield: If Dr. Destroyer expects to face powerful mentalists, he often prepares this device. Due to his extensive study of Menton and Mentalla, it's particularly effective against their psionic powers.

*Mental Defense (+15 points) (15 Active Points); OIF (-½) (total cost: 10 points) **plus** Mental Defense (+10 points) (10 Active Points); OIF (-½), Linked (-½), Only Versus Menton And Mentalla (-1) (total cost: 3 points). Total cost: 13 points.*

The Sword Of Destroyer: This blade, carried more for affect than for actual use, appears to be a slim, lightweight sword, similar to a rapier. In fact it con-

tains built-in systems that surround the blade with an energy field, allowing it to cut through virtually anything.

HKA 1½d6 (3d6+1 with STR), Armor Piercing (x2; +1), Penetrating (+½), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), No Knockback (-¼). Total cost: 33 points.

Tractor Beam: A favorite of Destroyer's due to its impressive nature, this device uses gravitic manipulation to move objects at a distance.

Telekinesis (60 STR) (90 Active Points); OIF (-½). Total cost: 60 points.

GIGATON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
30	PRE	20	15-	PRE Attack: 6d6
20	COM	5	13-	
Total Characteristics Cost: 251				
25	PD	13		Total: 25 PD (20 rPD)
30	ED	22		Total: 30 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
20	REC	0		
80	END	0		
70	STUN	0		

Movement: Running: 9"/18"
Flight: 15"/30"

Cost	Powers	END
105	<i>Gigablast Powers:</i> Multipower, 105-point reserve	
10u	1) <i>Gigabolt:</i> EB 14d6, Reduced Endurance (0 END; +½)	0
10u	2) <i>Gigablast:</i> EB 14d6, Explosion (+½)	10
10u	3) <i>Lesser Gigablast:</i> EB 10d6, Explosion (+½), Reduced Endurance (0 END; +½)	0
10u	4) <i>Controlled Gigablast:</i> EB 10d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
10u	5) <i>One-Way Force Bonds:</i> Entangle 5d6, 5 DEF, Takes No Damage From Attacks (+½), Reduced Endurance (0 END; +½)	0
61	<i>Energy Transference:</i> Absorption 8d6 (energy, half to STR, half to STUN), Can Absorb Maximum Of 90 Points' Worth Of Energy	0
20	<i>Energy-Enhanced Body:</i> Damage Resistance (20 PD/20 ED)	0
20	<i>Energy-Enhanced Senses:</i> Sight and Hearing Group Flash Defense (8 points each), Hardened (+¼)	0
8	<i>Energy-Enhanced Mind:</i> Mental Defense (10 points total)	0
45	<i>Energy-Enhanced Body:</i> Life Support: Total	0
45	<i>Flying:</i> Flight 15", Reduced Endurance (0 END; +½)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1

- 6 *Wrist Communicator:* HRRP; OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0

- Skills**
- 12 +4 with Gigablast Powers Multipower
 - 15 +3 Hand-To-Hand
 - 2 Gambling (Card Games) 12-
 - 5 KS: Destroyer Security Procedures 14-
 - 2 KS: The Military/Mercenary/Terrorist World 11-
 - 3 Oratory 15-
 - 2 PS: U.S. Army Soldier 11-
 - 3 Security Systems 12-
 - 3 Shadowing 12-
 - 3 Stealth 14-
 - 3 Tactics 12-
 - 3 Teamwork 14-
 - 3 Tracking 12-
 - 2 WF: Small Arms

Total Powers & Skills Cost: 427
Total Cost: 678

200+ Disadvantages

- 5 *Distinctive Features:* unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
- 20 *Hunted:* UNTIL 8- (Mo Pow, NCI, Capture)
- 20 *Hunted:* PRIMUS 8- (Mo Pow, NCI, Capture)
- 10 *Hunted:* Dr. Destroyer 8- (Mo Pow, NCI, Watching)
- 25 *Psychological Limitation:* Completely Loyal To Dr. Destroyer (Very Common, Total)
- 15 *Psychological Limitation:* Overconfidence (Very Common, Moderate)
- 15 *Reputation:* Dr. Destroyer's chief super-lackey, 11- (Extreme)
- 15 *Social Limitation:* Secret Identity (Tim Colton) (Frequently, Major)
- 353 *Experience Points*

Total Disadvantage Points: 678

Background/History: In 1994, Tim Colton was a private in the U.S. Army who volunteered to take part in a "wargame" involving a nuclear war scenario. What the brass didn't tell the volunteers was that the "game" was really an experiment designed to test soldiers' resistance to nuclear weaponry and, in the process, develop a superhuman soldier who could function in a post-nuclear era.

Tim was so hung over from partying the night before — all the volunteers had received a three-day pass — that to this day he barely remembers lining up in the desert for the "exercise." He does recall a blinding white light and a feeling of heavy pressure and heat. After that, he lapsed into a coma and didn't wake up for nearly four years.

Most of the participants in Project Sunburst died that day. A few survived, sometimes developing unusual powers after a while, but even most of the survivors simply died long, slow deaths over several months. Tim Colton was one of the lucky

GIGATON PLOT SEEDS

Destroyer discovers Gigaton's powers are not stable and that he will soon explode like a mini-nuke. After secretly attaching a temporary stabilizing device to Gigaton, Destroyer sends him off to attack Washington, D.C. At the right time — just after a superhero attacks — Destroyer will de-activate the stabilizer and let Gigaton explode, thus making it look like the hero triggered the devastating blast. Can the PCs discover what's going on in time to stop the catastrophe, or maybe even find a way to save Gigaton and thus convince him to become a hero?

A woman approaches the PCs. She claims she used to be Gigaton's fiancée and that she recognizes him from the shape of his face and the look in his eyes (she's seen him on the news). She begs them to "rescue" him from Dr. Destroyer. Is she right? Is her request legitimate, or an elaborate ploy of Destroyer's?

A new supervillain, with powers very similar to Gigaton's, begins committing robberies in Millennium City, leaving a trail of wreckage in his wake. Is this a new child of Project Sunburst, or has Gigaton decided to start an ordinary criminal career on the side — and if the latter, why?

ones. As near as the Army doctors could tell, he was completely unharmed! They couldn't even explain the coma, but they could tell that his body remained extremely healthy and vital despite it. Even as months turned into years, Tim's physique didn't deteriorate at all — in fact, it seemed to improve. Eventually the doctors even stopped feeding him; he apparently didn't need food anymore.

While in self-imposed seclusion, Dr. Destroyer heard about the outcome of Project Sunburst and sent Rakshasa to investigate. Gaining access to “the Crypt” — the top-secret facility where most of the Sunburst survivors were kept — with the help of an Army general he was blackmailing, Rakshasa used a device provided by Destroyer to determine that several of the survivors, all in comas, were imbued with strange power. One, Colton, was so powerful his readings were off the instrument's scale. Rakshasa arranged to liberate Colton and took him, still in a coma, to Destroyer's Javangari headquarters.

Using his advanced biological and medical knowledge, Destroyer found a way to wake Colton up. Between his rage at having been made a guinea pig by the Army, his gratitude to Destroyer for “rescuing” him, and Destroyer's subtle (but effective) brainwashing techniques, Colton was soon a loyal

adherent of Dr. Destroyer, willing to do whatever the arch-villain commanded. Christening him “Gigaton” because of the nature and source of his powers, Destroyer made him head of his organization's security.

Though he keeps a careful eye on Colton, just in case, so far the evil Doctor has yet to be disappointed with Gigaton's performance of his duties.

Personality/Motivation:

Gigaton is an organized, disciplined, no-nonsense individual — a real “gung ho” commander and combatant. Subconsciously he's not entirely comfortable with the decisions he's made or life he's chosen, and to blot out any twitterings of guilt he focuses intensely on his job or leisure activities.



Gigaton is a natural leader... to a point. He's extremely comfortable commanding squads of troops, or even a small organization like Destroyer's security staff. But beyond that, he's more of a follower than a leader. He looks to those more powerful and intelligent than himself for leadership on a larger scale, which is one reason why he's so loyal to Destroyer. He recognizes that Destroyer is dangerous, perhaps even insane, but like a good soldier he keeps right on doing as he's told. The fact that he's surrounded by money, luxuries, and women doesn't exactly make him want to change his mind, either.

Quote: “As you command, Doctor. Your enemies will be dead in mere minutes.”

Powers/Tactics: Gigaton gained his powers when the energy from a nuclear explosion somehow infused and interacted with his body. As a result, his every cell is bursting with strange bio-nuclear energies, giving him tremendous strength and resilience, a variety of energy projection powers, the power to fly, and even the ability to survive without air or food. Most intriguingly, he can absorb energy from his opponents' attacks, using it to increase his strength and durability. (Sometimes, if he knows he's just about to go into battle, he'll have some of Dr. Destroyer's agents fire their blasters at him to “pump him up.”)

Gigaton prefers to open the battle with one of his Gigablast Powers — the Gigablast if possible (he loves the explosive effect), or the Gigabolt if necessary. If a more subtle approach is needed, he'll use his Entangle (a projected one-way force-field) first. Although he's strong enough and skilled enough to be a powerful hand-to-hand combatant, he tends to get involved in brawls only when ranged attacks are no longer an option. If necessary he'll throw an opponent away from him to allow for more ranged attacks.

Campaign Use: Gigaton is Dr. Destroyer's head of security and one of the leaders of his armed forces. As such the PCs probably won't encounter him independently or provoke him into Hunting them; he acts only on Destroyer's orders.

Gigaton could serve as a gateway to a story or story arc involving Project Sunburst. Radium (page 108) and Armadillo (page 120) are other survivors of the ill-fated experiment, and more may exist, just waiting to wreak havoc on the world... or perhaps become superheroes.

To make Gigaton less powerful, reduce his STR to 40 and other Characteristics proportionately (but leave his SPD and DEX alone), and/or reduce his Multipower to 80 Active Points (or lower, if necessary). If you need to make him more powerful, boost the Multipower reserve to 125 points and all the powers accordingly, and/or increase his SPD to 6.

Appearance: Gigaton stands 6'3" tall and weighs about 245 pounds. He wears a black costume with gold boots, trunks, gloves, and cape; his mask is a black half-face cowl. On his center chest is a gold atom symbol. On those rare occasions when he's not in costume, his red hair and green eyes are readily apparent.

RAKSHASA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
15	PD	11		Total: 15 PD (8 rPD)
15	ED	11		Total: 15 ED (8 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
40	END	0		
30	STUN	0		Total Characteristics Cost: 172

Movement: Running: 9"/18"

Cost Powers **END**

75	<i>Maya-Weaving:</i> Multipower, 75-point reserve	
15m	1) <i>Personal Illusions:</i> Mental Illusions 12d6, Reduced Endurance (½ END; +¼)	3
15m	2) <i>Group Illusions:</i> Sight, Hearing, Mental, and Smell/Taste Group Images, -4 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (½ END; +¼)	3
15m	3) <i>Voice Of The Mind:</i> Telepathy 12d6, Reduced Endurance (½ END; +¼)	3
49	<i>Shifting Form:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Costs Endurance Only To Change Shape (+¼)	5
15	<i>Malleable Form:</i> Stretching 3"	1
8	<i>Toughness:</i> Damage Resistance (8 PD/8 ED)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1

Talents

15	Combat Sense 13-
3	Lightsleep

Skills

3	Acting 14-
3	Bureaucratics 14-
3	Conversation 14-
3	Disguise 13-
3	High Society 14-
2	KS: Indian History 11-
2	KS: Indian Culture 11-
2	Language: English (fluent conversation; Hindi is native)
3	Lockpicking 14-
3	Mimicry 13-
3	Persuasion 14-
3	Security Systems 13-
3	Seduction 14-
3	Stealth 14-
3	Streetwise 14-

Total Powers & Skills Cost: 258

Total Cost: 430

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Psychological Limitation: Completely Loyal To Dr. Destroyer (Very Common, Total)
20	Psychological Limitation: Utterly Amoral (Very Common, Strong)
15	Social Limitation: Secret Identity (Palash Krisharan) (Frequently, Major)
160	Experience Points

Total Disadvantage Points: 430

Background/History: While conducting certain operations in India, some of Dr. Destroyer's Javangari agents realized the man they were dealing with was a confidence artist. Eager to prove their merit to Destroyer, and to ensure that the trickster received proper punishment, they captured him and brought him, blindfolded and unconscious, to the Vale. When he was awakened, the prisoner made an effort to escape — first by trying to fool them with an illusion, then by squeezing his malleable body through a grate in the floor! But one does not escape Destroyer so easily. Seeing through the illusion, he unleashed a minor blast, sufficient to knock the prisoner out once more.

When the prisoner re-awakened, he was in a hermetically-sealed chamber equipped with psychic shielding. Under threat of torture he quickly revealed that he was Palash Krisharan, and that he'd possessed strange powers of illusion creation and body-shaping since he was a teenager. His strange "magic" had frightened his family and friends so much they'd thrown him out of his village, so he drifted to Calcutta and began using his powers to steal. Eventually he learned enough to work his way up to sophisticated, and profitable, con games.

Intrigued, Destroyer gave him a choice: serve me or die. Recognizing an unbeatable offer when he heard one, Krisharan became one of Destroyer's superhuman agents. Christened "Rakshasa," after the mythological monster of India, he has used his powers and talents on Destroyer's behalf ever since.

Personality/Motivation: Initially Rakshasa was a reluctant servant, with an eye out for a way to escape Destroyer's clutches — but he soon realized how stupid that was. As one of the Doctor's chief operatives, he had more money, luxuries, power, and security than ever before, and it would be foolish to give it up just for the sake of personal freedom. Over the years he's gone from being a malcontent to one of Destroyer's most loyal followers.

Rakshasa suits Destroyer's schemes well not only because of his powers, but because he's completely amoral. All he cares about is serving Destroyer and himself, in that order. If necessary, he'll steal, kill, commit mass murder, or do whatever else he has to — or wants to, just for fun. He is utterly without conscience or scruples.

RAKSHASA PLOT SEEDS

After a male PC defeats or humiliates him, Rakshasa decides to use his powers to steal the hero's girlfriend/wife. Depending on how he feels after he gets started, he may just use her and throw her away, or kill her as a way of toying with the hero.

The PCs suffer a particularly vicious attack from Rakshasa, plunging them into a "group coma" in which they have a perilous adventure in their own "group mind." They have to defeat their personal demons (many in the shape of weird tiger-men) in time to wake up and stop Rakshasa from completing a mission on Destroyer's behalf.

Rakshasa commits a murder at an island resort where the PCs happen to be vacationing. They have to investigate the killing, and find and stop Rakshasa — all without using their powers or otherwise revealing their identities!

Quote: "Things are not always as they seem, are they?"

Powers/Tactics: Rakshasa is a mutant with the ability to generate illusions — both large-scale "hallucinations" that anyone can sense, and more personal images he projects directly into a victim's mind. Additionally, he has the ability to mold and shape his body so he can assume any humanoid form (and even imitate other people) or stretch and bend his flesh in unusual ways.

Rakshasa is not a front-line combatant, and he knows it. In battle, he typically tries to hide himself with an Image and then allocate the rest of his Multipower for Mental Illusions; alternately, he may try to assume the form of a hero and then use Mental Illusions to make his victims think he has that hero's powers. But he serves Destroyer best when he can avoid getting into fights.

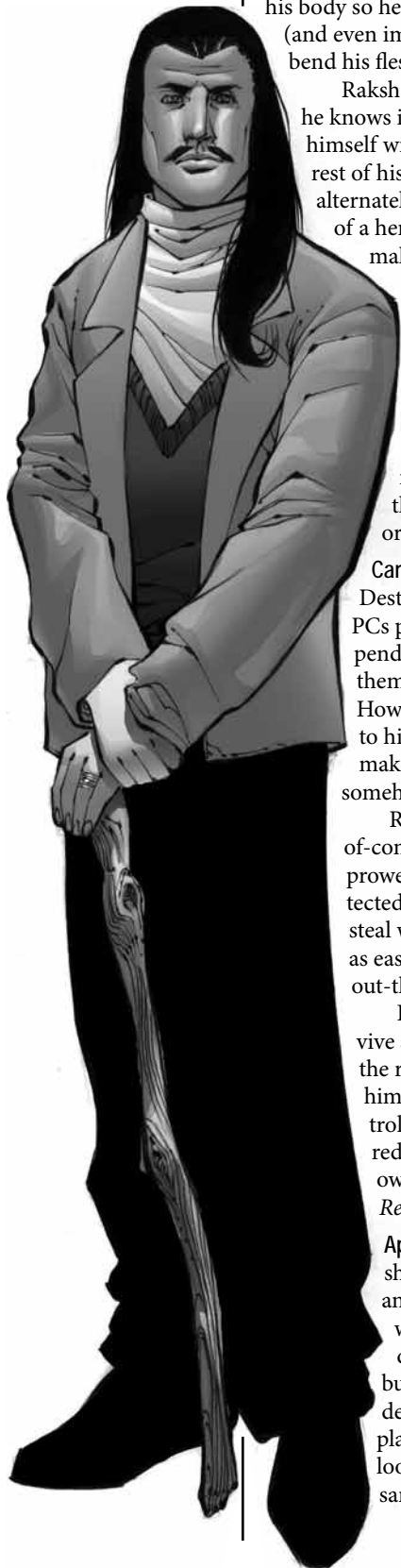
Besides his lack of direct damage-causing powers, Rakshasa's other big weakness as a combatant is that he moves slowly. He can run faster than normal people, but that's a far cry from being able to fly or teleport.

Campaign Use: Rakshasa is one of Dr. Destroyer's chief spies, and as such the PCs probably won't encounter him independently or provoke him into Hunting them; he acts only on Destroyer's orders. However, he does have a malicious streak to him, and may go out of his way to make a PC miserable if that character somehow provokes or aggravates him.

Rakshasa is dangerous for his out-of-combat abilities more than his fighting prowess. With his powers he can slip undetected into heavily-guarded installations, steal what he wants, and then escape just as easily. Successfully opposing him means out-thinking him, not outfighting him.

If Rakshasa needs more power to survive and thrive in your campaign, expand the range of his Mental Powers — give him an Ego Attack and some Mind Control, at the very least. If he's too powerful, reduce the Active Points in his Multipower slots (perhaps by getting rid of the *Reduced Endurance* Advantage).

Appearance: In his natural form, Rakshasa is a handsome male of Indian ancestry who stands 5'9" tall and weighs about 165 pounds. He usually dresses in exquisitely-tailored clothes, but could wear just about anything depending on the role he's currently playing. Given his powers, he can also look like anyone he wants to, if necessary.



DESTROYER AGENT (STANDARD)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
				Total: 14 PD (8 rPD)
6	PD	3		Total: 14 ED (8 rED)
6	ED	3		Phases: 4, 8, 12
3	SPD	2		
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 54

Movement: Running: 6"/12"
Flight: 8"/16"

Cost	Powers	END
37	<i>Energy Rifle:</i> Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OAF (-1)	[32]
3u	1) <i>Basic Setting:</i> EB 12d6; OAF (-1)	
3u	2) <i>Autofire Setting:</i> EB 8d6, Autofire (5 shots, +½); OAF (-1)	
6	<i>Gun-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	
12	<i>Combat Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), Real Weapon (-¼) plus Ranged (+½) for HKA 1d6; OAF (-1), 1 Recoverable Charge (-1¼), Range Based On STR (-¼), Lockout (cannot use HKA until Charge is recovered; -½)	0
	<i>Martial Arts:</i> Destroyer Commando Training	
	<i>Maneuver</i>	<i>OCV DCV Notes</i>
3	Aikido Throw	+0 +1 3d6 + v/5; Target Falls
4	Block	+2 +2 Block, Abort
4	Boxing Cross	+0 +2 5d6 Strike
4	Dodge	— +5 Dodge all attacks, Abort
12	<i>Destreum-Fiber Body Armor:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)	0
7	<i>Destreum Helmet:</i> Sight and Hearing Group Flash Defense (5 points each); OIF (-½)	0
16	<i>Jetpack:</i> Flight 8"; Reduced Endurance (0 END; +½); OIF (-½)	0
6	<i>Destreum Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0
Skills		
6	+2 with Destroyer Energy Weapons	
1	KS: The Superhuman World 8-	
2	KS: Destroyer Operations 11-	
2	PS: Destroyer Agent 11-	
3	Stealth 13-	
3	Tactics 12-	

- 3 WF: Small Arms, Blades
- 9 Choose three of the following: Combat Driving, Combat Piloting, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Streetwise, Systems Operation, Teamwork, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level

Total Powers & Skills Cost: 146

Total Cost: 200

50+ Disadvantages

- 5 Distinctive Features: Destroyer uniform (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL (Mo Pow, NCI, Capture)
- 10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To Dr. Destroyer (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 80 Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 200

Description: This character sheet represents one of Destroyer's standard agents. Equipped with an energy rifle powerful enough to harm most superheroes, and a jetpack that gives him a lot more tactical movement options, he's a dangerous foe — particularly when he has the *Teamwork* Skill.



DESTROYER AGENT (HEAVY COMBAT)

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	

8	PD	3		Total: 18 PD (10 rPD)
8	ED	4		Total: 18 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
40	STUN	5		Total Characteristics Cost: 99

Movement: Running: 9"/18"
Flight: 12"/24"

Cost	Powers	END
50	<i>Energy Rifle:</i> Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½)	[32]
4u	1) <i>Basic Setting:</i> EB 12d6; OIF (-½)	
4u	2) <i>Autofire Setting:</i> EB 8d6, Autofire (5 shots, +½); OIF (-½)	
8	<i>Power Gauntlets:</i> HA +4d6; OIF (-½), Hand-	

	To-Hand Attack (-½), 8 Charges (-½)	[8]
	Martial Arts: Destroyer Commando Training	
	Maneuver	OCV DCV Notes
3	Aikido Throw	+0 +1 5d6 + v/5; Target Falls
4	Block	+2 +2 Block, Abort
4	Boxing Cross	+0 +2 7d6 Strike
4	Dodge	— +5 Dodge all attacks, Abort
4	Hold	-1 -1 Grab Three Limbs, 35 STR for holding on
20	<i>Destreum Battle Armor:</i> Armor (10 PD/10 ED); OIF (-½)	0

11	<i>Destreum Helmet: Sight and Hearing Group</i>	
	Flash Defense (8 points each); OIF (-½)	0
24	<i>Jetpack: Flight 12", Reduced Endurance</i>	
	(0 END; +½); OIF (-½)	0
6	<i>Swift Runner: Running +3" (9" total)</i>	1
6	<i>Destreum Helmet: HRRP (Radio Group);</i>	
	OIF (-½), Affected As Sight And Hearing	
	Group As Well As Radio Group (-½)	0

Skills

9	+3 with Destroyer Energy Weapons	
13	<i>Targeting Systems: +4 OCV with Energy</i>	
	Rifle; OIF (-½)	0
2	KS: The Superhuman World 11-	
2	KS: Destroyer Operations 11-	
2	PS: Destroyer Agent 11-	
3	Stealth 13-	
3	Tactics 12-	
3	Teamwork 13-	
3	WF: Small Arms, Blades	
9	Choose three of the following: Combat Driv-	
	ing, Combat Piloting, Computer Programming,	
	Demolitions, Electronics, Fast Draw, Gambling	
	(3 points' worth), Interrogation, Lockpicking,	
	Paramedics, Persuasion, Security Systems,	
	Streetwise, Systems Operation, 3 points' worth	
	of KSs/Languages/SSs/TFs/WFs, 1 3-point	
	Combat Skill Level	

Total Powers & Skills Cost: 201**Total Cost: 300****50+ Disadvantages**

5	Distinctive Features: Destroyer uniform	
	(Easily Concealed; Noticed And Recogniz-	
	able)	
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)	
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI,	
	Watching)	
15	Psychological Limitation: Loyal To Dr.	
	Destroyer (Common, Strong)	
20	Social Limitation: Subject To Orders (Very	
	Frequently, Major)	
180	Experience Points or Disadvantages specific	
	to the individual agent	

Total Disadvantage Points: 300

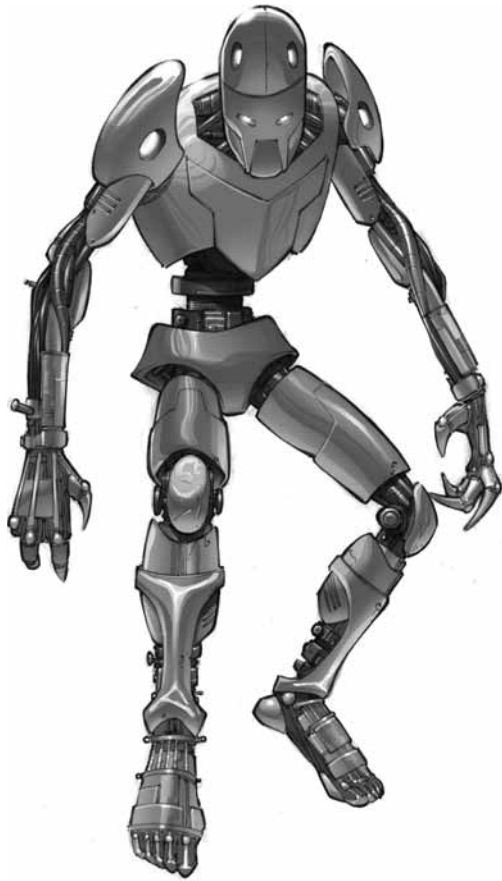
Description: When standard agents aren't sufficient to defeat the foe, Dr. Destroyer calls out his Heavy Combat troops. Biologically and cybernetically augmented, and equipped with a suit of low-powered battle armor, they are far more capable and deadly than lesser agents (whom they often command).

DESTROID

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
4	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 112

Movement: Running: 9"/18"
Flight: 10"/20"

Cost	Powers	END
90	<i>Electric Blast:</i> RKA 3d6, Area Of Effect	
	(One Hex; +½), Reduced Endurance	
	(0 END; +½)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1),	
	Damage Shield (+½), Reduced Endurance	
	(0 END; +½); No STR Bonus (-½),	
	Activation Roll 14- (-½)	0
60	<i>Energy Form:</i> Desolidification (affected	
	by electricity), Reduced Endurance	
	(0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
5	<i>Tireless:</i> Reduced Endurance (0 END; +½)	
	on 10 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½)	
	on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½)	
	on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½)	
	on Swimming	0
30	<i>Robot Body:</i> Damage Resistance	
	(10 PD/10 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced	
	Endurance (0 END; +½)	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
34	<i>Visual Sensors:</i> Infrared Perception,	
	Ultraviolet Perception, x1000 Microscopic,	
	Telescopic (+6 versus Range Modifier)	
	(all for Sight Group)	0
10	<i>Augmented X-Ray Vision:</i> N-Ray	
	Perception (Sight Group) (not through	
	lead or gold)	0
15	<i>Auditory Sensors:</i> Active Sonar	
	(Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception	
	(Hearing Group)	0
12	<i>Communications System:</i> HRRP	
	(Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 PER with all	
	Sense Groups	0



Talents

- 32 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-

Total Powers & Skills Cost: 506
Total Cost: 618

50+ Disadvantages

- 5 *Physical Limitation:* Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 5 *Physical Limitation:* lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
- 25 *Psychological Limitation:* Must Obey Destroyer's Commands (Very Common, Total)
- 20 *Vulnerability:* 2 x BODY from Electricity (Common)
- 513 *Experience Points*

Total Disadvantage Points: 618

Description: When agents alone won't do, Dr. Destroyer unleashes his Destroids on unsuspecting superheroes. A humanoid robot with a cylindrical head, a Destroid can project powerful blasts of energy, fly, and even transform itself entirely into energy! Its ability to become intangible and see through physical objects gives it a significant tactical advantage in most situations.

BLACK TALON

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
18	PD	12		Total: 18 PD (18 rPD)
18	ED	14		Total: 18 ED (18 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
45	STUN	0		Total Characteristics Cost: 148

Movement: Running: 11"/22"
 Flight: 15"/30"

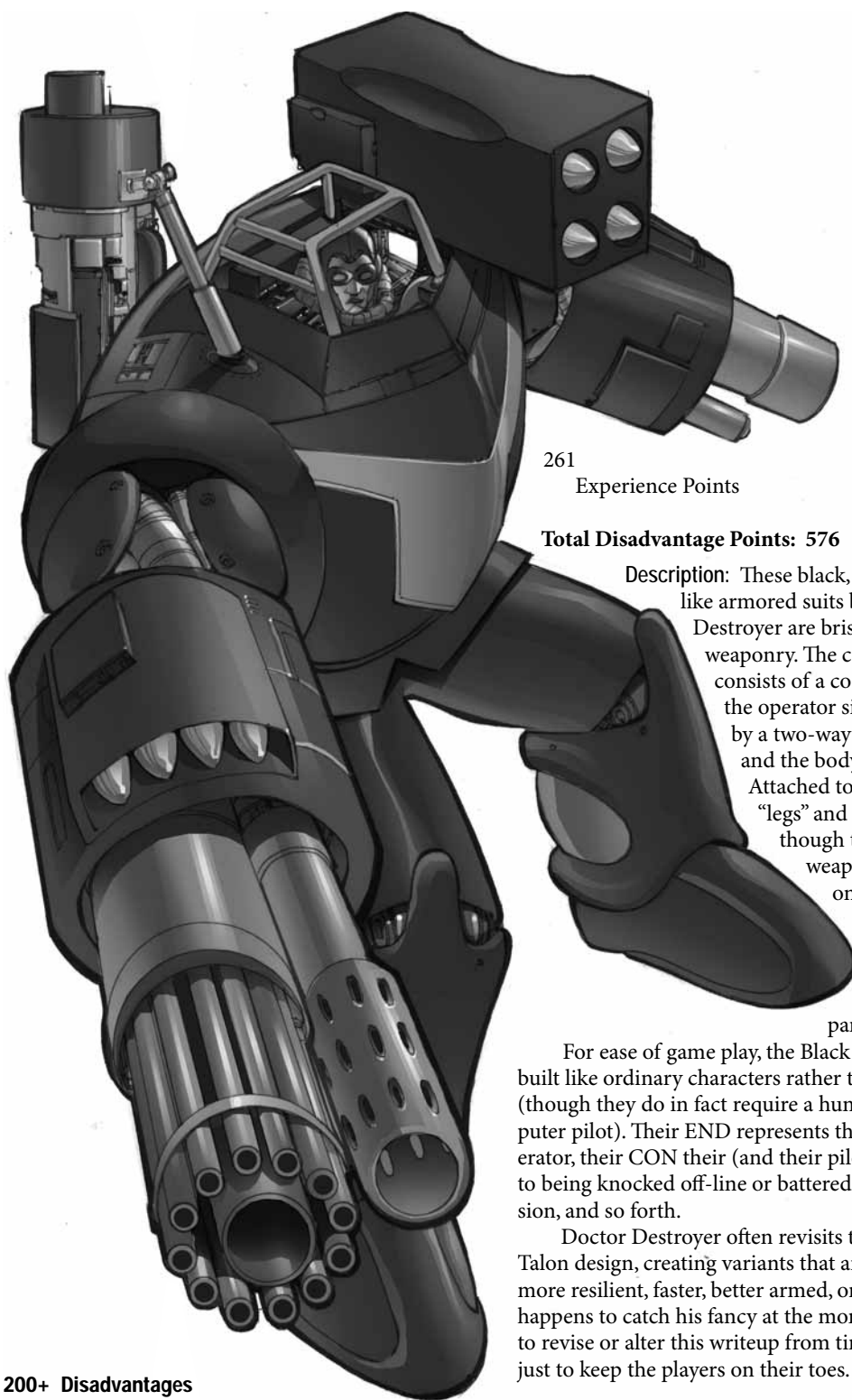
Cost Powers END

80	<i>Primary Weapons Array:</i> Multipower, 120-point reserve; all OIF (-½)	
8u	1) <i>Explosive Flechette Cannons:</i> RKA 2½d6, Autofire (5 shots; +½), Armor Piercing (+½), Penetrating (+½), 64 Charges (+½); OIF (-½)	[64]
8u	2) <i>Destroyer-Beam Cannon:</i> EB 12d6, Autofire (5 shots; +½), 64 Charges (+½); OIF (-½)	[64]
8u	3) <i>Autofire Energy Grenade Launcher:</i> RKA 2d6, Area Of Effect (8" Radius; +1), Autofire (5 shots; +1½), 64 Charges (+½); OIF (-½)	[64]
6u	4) <i>Anaesthetic Gas Projector:</i> EB 8d6, AVLD (defense is Power Defense; +1½), Explosion (+½); OIF (-½), 8 Charges (-½)	[8]
110	<i>Secondary Weapons Array:</i> Identical to Primary Weapons Array	
40	<i>Destream Wire Projector:</i> Entangle 8d6, 8 DEF; OIF (-½), 8 Charges (-½)	[8]
18	<i>Destream Body:</i> Damage Resistance (18 PD/18 ED)	0
45	<i>Hermetically-Sealed Destream Body:</i> Life Support: Total	0
37	<i>Foot-Jets:</i> Flight 15", Reduced Endurance (½ END; +¼)	1
10	<i>Leg Servos:</i> Running +5" (11" total)	1
5	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
8	<i>Communications Suite:</i> HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
20	<i>Radar System:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0

Skills

- 20 *Targeting Systems:* +4 with Ranged Combat

Total Powers & Skills Cost: 428
Total Cost: 576



261
Experience Points

Total Disadvantage Points: 576

Description: These black, mecha-like armored suits built by Dr. Destroyer are bristling with weaponry. The central body consists of a cockpit in which the operator sits, protected by a two-way viewing dome and the body's armor.

Attached to it are two "legs" and two "arms," though the arms have weapons mounted on them instead of hands.

Other weapons attach to various parts of the body.

For ease of game play, the Black Talons are built like ordinary characters rather than vehicles (though they do in fact require a human or computer pilot). Their END represents their power generator, their CON their (and their pilots') resistance to being knocked off-line or battered into submission, and so forth.

Doctor Destroyer often revisits the Black Talon design, creating variants that are stronger, more resilient, faster, better armed, or whatever else happens to catch his fancy at the moment. Feel free to revise or alter this writeup from time to time, just to keep the players on their toes.

200+ Disadvantages

- 25 Distinctive Features: Destroyer's deadly mecha (Not Concealable, Causes Extreme Reaction [abject fear])
- 20 Hunted: UNTIL (Mo Pow, NCI, Capture)
- 10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
- 25 Physical Limitation: No Manipulatory Limbs (All The Time, Fully Impairing)
- 15 Psychological Limitation: Loyal To Dr. Destroyer (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

GRAVITAR



GRAVITAR

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6.4 tons; 8d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
24	PD	16		Total: 54 PD (30 rPD)
24	ED	18		Total: 54 ED (30 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
20	REC	12		
90	END	15		
60	STUN	10		Total Characteristic Cost: 289

Movement: Running: 6"/12"
Flight: 30"/120"

Cost	Powers	END
135	<i>Gravitic Manipulation:</i> Telekinesis (60 STR), Reduced Endurance (0 END; +½)	0
90	<i>Gravitic Powers:</i> Multipower, 90-point powers	
9u	1) <i>Gravitic Blast I:</i> EB 18d6	9
9u	2) <i>Gravitic Blast II:</i> EB 12d6, Reduced Endurance (0 END; +½)	0
9u	3) <i>Gravitic Blast III:</i> EB 10d6, Indirect (any location/direction; +¾)	9
9u	4) <i>Crushing And Rending I:</i> RKA 4d6, Reduced Endurance (0 END; +½)	0
8u	5) <i>Crushing And Rending II:</i> RKA 3d6, Indirect (any location/direction; +¾)	8
9u	6) <i>Selective Weight Alteration:</i> RKA 1d6+1, NND (defense is Desolidification, Power Defense, or gravity-manipulation abilities; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½)	0
6u	7) <i>Enhanced Gravitic Manipulation:</i> Telekinesis (+40 STR)	6
9u	8) <i>Technology Destruction:</i> Dispel 20d6, any technology-based power one at a time (+¼), Reduced Endurance (½ END; +¼)	3
9u	9) <i>The Big Squeeze:</i> EB 9d6, NND (defense is PD Force Field or Force Wall; +1)	9
9u	10) <i>Altered Individual Gravity:</i> Flight 15", Usable As Attack (does not affect anyone with Desolidification, Power Defense, or gravity-manipulation abilities; +1), Ranged (+½), Reduced Endurance (0 END; +½)	0
9u	11) <i>Altered Gravity Field:</i> Flight 12", Usable As Attack (does not affect anyone with Desolidification, Power Defense, or gravity-	

	manipulation abilities; +1), Ranged (+½), Area Of Effect (7" Radius; +1), Selective (+¼)	9
40	<i>Gravitic Mastery:</i> Elemental Control, 80-point powers	
50	1) <i>Gravitic Shield:</i> Force Field (30 PD/30 ED), Reduced Endurance (0 END; +½)	0
47	2) <i>Gravitic Wall:</i> Force Wall (10 PD/10 ED, 10" long and 2" tall), Reduced Endurance (½ END; +¼)	3
41	3) <i>Gravitic Flight:</i> Flight 30", x4 Noncombat, Reduced Endurance (½ END; +¼)	3
73	4) <i>Gravity Alteration:</i> Telekinesis (50 STR), Area Of Effect (11" Radius; +1), Reduced Endurance (0 END; +½); Only To Pull Objects Straight Down To Earth Or Hold Them Off The Ground (-1)	0
35	<i>Gravitic Defense:</i> Missile Deflection (all attacks) plus Missile Reflection (any target); Physical Missiles Only (-1)	0

Perks
15 Money: Filthy Rich

Skills
30 +6 with all Gravity Powers
10 +2 DCV
3 Computer Programming 14-
3 Electronics 14-
3 High Society 15-
3 Inventor 14-
2 KS: Art History 11-
3 KS: Literature 14-
3 KS: The Superhuman World 14-
2 Language: English (completely fluent; French is native)
2 Language: Japanese (fluent conversation)
1 Language: Russian (basic conversation)
3 Mechanics 14-
3 SS: Physics 14-
5 SS: Gravitics 16-
3 Stealth 14-
3 Traveler
1 1) CK: London 11-
1 2) CK: Millennium City 11-
1 3) CK: Moscow 11-
1 4) CK: New York City 11-
1 5) CK: Paris 11-
1 6) CK: San Francisco 11-
1 7) CK: Tokyo 11-

Total Powers & Skill Cost: 711
Total Cost: 1,000

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Enraged: by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-
- 20 Hunted: Champions 11- (As Pow, NCI, Capture)
- 20 Hunted: UNTIL 11- (As Pow, NCI, Capture)
- 10 Hunted: Eurostar 8- (As Pow, Kill)
- 25 Psychological Limitation: Bent On World Domination (Very Common, Total)

- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 20 Reputation: supervillainness of world-threatening power, 14- (Extreme)
- 15 Social Limitation: Secret Identity (Erica d'Monstressart) (Frequently, Major)
- 645 Experience Points

Total Disadvantage Points: 1,000

Background/History: Erica d'Monstressart was always regarded as gifted, even as a child. Born into a wealthy family, from an early age she displayed an intelligence, social sense, and beauty that made her the envy (or subject of admiration) of everyone who knew her.

But Erica was more gifted than even her most ardent admirers suspected. When she was still young, she discovered she had a strange ability no one else did — she could manipulate gravity. Smart enough to realize she shouldn't tell anyone about this, or show off her abilities in public, she kept her superpowers a secret.

Given her power, and the way she was used to getting what she wanted when she wanted it, it would come as no surprise to an expert in super-criminal psychology that the idea of ruling the world crept into her head as she got older. Disguising herself with a mask, she began to test her powers against the Paris police, and then the French Army, and eventually other superhumans. She never found anything that could significantly challenge her.

Now confident in her abilities, she has begun to think seriously about world conquest and how she can best achieve it. The world has only seen the full extent of her powers twice — once in battle against UNTIL, and once against Eurostar, both of whom she defeated handily. On the strength of the abilities she displayed in those two combats alone, the U.S. Department of Defense has already listed her as an "Omega Class" superhuman threat in its Superhuman Survey for 2002. More than a few people in the world are losing a lot of sleep wondering what she's planning next.

Personality/Motivation: Gravitator comes across as cool, confident, poised, and regally self-centered — and she is. However, at times, particularly when things are not going well for her or people don't take her seriously, she tends to have something of the air of a petulant child. She'll lash out in a



temper tantrum-like fury, heedless of the collateral damage she might cause or the tactically disadvantageous position she might put herself into.

Gravitar doesn't want to conquer the world to rule it as absolute monarch, like Dr. Destroyer, or to eradicate life, like Mechanon or Takofanes. She simply wants to be acknowledged as the most powerful person on Earth, whose orders all must obey — much as if she were the mistress of a household, and all the world her servants. If she does succeed in her quest, she may tire of the burdens of rulership before too long and let the whole thing slip away as she searches for more interesting pursuits to occupy her time. But it's also possible that, as she ages and gains more experience, her desires and goals will solidify, and she'll set out to conquer and rule the world in earnest.

Quote: “You are feeling a little heavier, *n'est-ce pas?* Be a good boy and go away, or I will have to make you a good bit heavier than that — heavy enough for your weight to crush every bone in your miserable body.”

Powers/Tactics: Gravitar has the mutant ability to control and manipulate gravity, which allows her to create a wide variety of useful effects. Most of these are simulated with Telekinesis (or sometimes Flight Usable As Attack, which high-STR characters can't easily escape from), but she can also create gravitic shields (Force Field, Force Wall), cause gravitic waves to rip and tear at things, or selectively make parts of an object heavy enough to crush the rest of it (EBs and RKAs, Dispel), squeeze someone hard enough to knock all the air out of his lungs and stun him (NND), or fly by manipulating gravity fields (Flight).

Gravitar enjoys displaying her powers, so she often makes spectacular attacks — such as rendering some foes helpless with her Gravitic Manipulation, while using attacks from her Multipower to harm their comrades. She can also use her Gravity Alteration to hold her enemies down (forcing them to make STR Rolls against STR 50 to so much as move or lift their arms) while she attacks them. Although she is quite intelligent, and capable of sustained tactical thinking, she usually prefers a straightforward approach to combat: she strikes her opponents down with seemingly casual exercises of her power, deflecting their return attacks with her defenses, until she has defeated them all. She is not usually cruel, or a killer, but can easily become petty, vindictive, and potentially deadly if mocked, humiliated, or otherwise annoyed.

Resources: Between her various inheritances, and the proceeds of her crimes, Gravitar is quite rich. In her Secret Identity, she owns multiple estates in Europe, and other estates in the Caribbean, the United States, and Japan. She lives a life of luxury and ease, and can afford just about anything she wants. She almost never uses her resources as Gravitar, however; she doesn't hire armies of mercenaries or the like. It won't really be conquering the world if she can't do it all by herself, after all.

Relations With Others: Gravitar has expressed contempt for Dr. Destroyer in the past, mainly because he “hides behind” legions of robots and agents, which she considers cowardly. As a mutant, she also despises the Institute for Human Advancement, and does whatever she can to thwart or harm that organization. Other than that, she's never really allied herself with, or opposed, other major players in the Champions Universe underworld. Eventually her goals are likely to conflict with theirs', of course, but for now a cautious neutrality seems to prevail. It probably wouldn't take much for one of them to annoy her and thus make her an enemy, though.

Campaign Use: Gravitar is a master villain-level character intended to oppose entire parties of PCs and have at least an even chance of defeating them. Unlike many master villains, she doesn't go in for a lot of manipulative scheming and elaborate planning — she prefers to defeat her enemies, and accomplish her aims, with raw power. Time, and enough defeats, may teach her the wisdom of other approaches.

Gravitar is unlikely to start Hunting a PC; she has better ways to spend her time. Only someone who repeatedly insults or embarrasses her could earn enough of her wrath to make her Hunt them — and in that case, watch out! She'll simply confront the target of her ire at every reasonable opportunity and smash him to a bloody pulp. She'll stop once she feels she's obtained proper revenge for all slights toward her.

If Gravitar proves too weak to take on your team of PCs, increase her defenses (perhaps give her 50% Damage Reduction, Resistant) and other powers as appropriate. You might also exchange her Multipower for a hefty Variable Power Pool. If she's too tough for them to tackle, reduce the Active Points in her attacks, drop her SPD to 5, and lower her defenses to a more appropriate level. You might also consider reducing her END, so she has to be a little more cautious about using her powers at full strength.

Appearance: Erica d'Monstressart is a beautiful young French woman with long blonde hair and blue eyes who speaks English with a delightful French accent. In her Gravitar identity, she wears a long-sleeved black dress with the skirt split up the sides, a blue cloak that wraps around her upper body but leaves her neck exposed, blue boots and gauntlets, and a blue mask.

A Matter Of Attraction

'Downtown Vienna was terrorized earlier today by a battle between the supervillain team Eurostar and the powerful supervillainess Gravitar. Gravitar, who made her winning debut in a battle against UNTIL four months ago, had no difficulty defeating Europe's most feared group of villains. After pinning most of the group to the ground with increased gravity, she held Durak helpless a hundred feet in the air, and then proceeded to rip out most of Fiacho's cybernetic implants....'

— Cherie Lawrence, SNN

GRAVITAR PLOT SEEDS

Gravitar threatens to alter the world's gravity to attract asteroids, and thus devastate Earth, unless rulership of the planet is turned over to her in 24 hours. The nations of the world have dismissed this as a hollow threat, since (a) they don't think even she is that powerful, and (b) bombing the Earth with asteroids would kill her, too. But do the PCs dare let the world's leaders take that risk?

Gravitar teams with VIPER, which hooks her up to a power-boosting device that allows her to stop everyone and everything in Millennium City from moving. Together they demand a \$10 billion ransom, or else they'll cause havoc throughout the city. In addition to stopping this scheme, the heroes have to figure out why Gravitar got involved with VIPER and why she's making such unusual demands (she doesn't need the money). Could there be something else going on?

Gravitar informs the world press that Dr. Destroyer is “a weakling who'd never dare to face me personally, because he knows I would destroy *him*.” The good Doctor's retaliatory strikes are causing massive property damage and deaths, but not harming Gravitar at all (she has defeated everyone he's sent to kill her, and somehow protected herself from all of his long-range attacks). The PCs have to put a stop to this “war,” either by convincing her to take back her insulting words, or by bringing the two of them together to settle the issue *mano-a-mano*.

ISTVATHA V'HAN



ISTVATHA V'HAN PLOT SEEDS

Smitten with a PC she encounters during one of her attacks on Earth, Istvatha V'han sends an embassy demanding that he return with her servants to become her consort. Will the PC be able to resist the tremendous power she's offering? Or will he try to take advantage of the situation — a legitimate and well-intentioned offer — to spy on her and perhaps attack one of her major power bases?

A distant alien species sends a distress signal to Earth, stating that “dimensional warriors” are overrunning their system and planning to conquer the rest of the galaxy next. They're requesting immediate assistance. Is this a genuine attack by Istvatha V'han, a ruse to draw Earth's superheroes away from their homeworld, or someone else entirely?

Another dimensional overlord (such as Tyrannon the Conqueror or Skarn the Shaper; see *Champions Universe*) threatens to engulf Earth's dimension and absorb it into his own realm. To stop him, the PCs have to persuade or trick Istvatha V'han into helping them.

Background/History: Istvatha V'han, Empress of a Billion Dimensions, is an entity almost unknown on Earth. A native of a parallel Earth known in its primary language as V'ha, at an early age she discovered she had the ability to travel between dimensions (including time, should she so desire). The exact nature of this ability is a mystery; she does not register as a mutant on mutant-detecting devices, and every wizard who has examined her has firmly pronounced that her abilities have nothing to do with the Arts Arcane.

Whatever the nature of her powers, Istvatha put them to good use. Combining them with her innate intelligence and often Machiavellian nature, she slowly took control of her home planet... then the entire universe it existed in... then the dimension next door... and the next one, and the next one....

At “present” (whatever that means to a time-traveler), Istvatha V'han, despite her title, does not rule a billion dimensions, but does in fact control something in the neighborhood of a hundred million of them. She conquers more every year. Her only competition as a multidimensional ruler is the dreaded Tyrannon the Conqueror, and the two of them eye one another with an almost fanatic hatred.

The resources of her realm, of which she is the unquestioned ruler, are immeasurably vast, but due to the quirky and unpredictable nature of interdimensional travel she cannot employ her troops and materiel en masse to simply conquer one dimension after another (neither can Tyrannon; they both have to be somewhat more subtle and slower-paced than that). Still, through her command of dimensional technology she can bring enough of a force through to create serious problems in any dimension. Those who do not simply bow to her will and accept the benefits of her rulership are usually conquered within the space of a year or so (to use Earth terms).

Despite her sometimes tyrannical and high-handed nature, the Empress is generally a good ruler, and is reasonably well-liked by her people. Her bureaucracy is efficient and usually quite loyal, for the horrible punishments she visits upon those who betray her or succumb to corruption are common knowledge. Most of the dimensions she rules are better off now than they were before... all they had to sacrifice for it was their freedom.

And now, at long last, Istvatha V'han has set her sights on a conquest she has long avoided — the home dimension of Earth. She has known of Earth's dimension for dozens of years, but

skirted around it because of the high percentage of superhumans in its population. In 1998, by Earth's calendar, she finally felt powerful and confident enough to accept the challenge. Her expectations proved incorrect, as the superhumans of Earth banded together to fend off her assault. The Champions thwarted another attack in early 2002. She is undoubtedly already beginning preparations for a third attack, one of such magnitude and overwhelming power no one can hope to resist it.

Personality/Motivation: Istvatha V'han should present an interesting dilemma for player characters. On the one hand, she is a “master villain” in the classic sense of being a powerhungry conqueror — indeed, she has conquered far more than most master villains could even imagine. On the other hand, her rule is for the most part beneficent, and generally has many advantages for her subjects: it raises the technological level of a dimension, decreases poverty and joblessness, and offers boundless new opportunities for her subjects. She does not impose a religion, harsh taxes, required cultural forms, extreme censorship, or any similar thing on her subjects, aside from her rule itself. At her core, though, she is a tyrant bent on ruling as much as she can, and for this reason most PCs, even those impressed by her nobility, dignity, grace, and methods of rule, must oppose her.

Many savants throughout the dimensions have wondered what drives Istvatha V'han to such heights of conquest. No easy answer exists. Power she certainly desires, but not the power to use others cruelly, for she generally rules with a soft hand. Wealth and fame she could achieve in many ways that do not involve the burdens of rulership. The conclusion most scholars reach is simply that she feels she is the only being truly fit to rule, and so rule she does. In fact she possesses a regal bearing and demeanor which seem to imply she believes she has a “divine right” to rule, but whether she actually feels this way is not known.

Quote: “Inhabitants of Earth: a momentous choice is before you! Submit to the rule of Istvatha V'han, Empress of a Billion Dimensions, or be conquered in turn, as so many before you have been. What say you?”

Powers/Tactics: Through mechanisms unknown, Istvatha V'han possesses one of the rarest of superpowers, the ability to travel effortlessly through the many dimensions, including time. Concomitant with this is her innate immortality and intellect. She can also create tiny dimensional warps which have the effect of tearing apart persons and things in the vicinity of the warp.

The Empress keeps her bearings when traveling from dimension to dimension by using her Navigation (Dimensional) Skill. It allows her to sense what dimension she is in (each one “resonates” differently to her), its relation to nearby dimensions, and so forth.

In addition to her natural powers, over her centuries of life Istvatha has had her scientists implant many microdevices in her body to give her additional powers. For example, her Cerebellic Translator allows her to instantly understand and speak any language spoken in any dimension; her Cerebral Shield protects her from mental attacks; and her Resistance Field strengthens her body’s defenses to superhuman levels.

Unlike many master villains, Istvatha is not really a combat machine. She neither enjoys nor seeks out combat, and a group of powerful PCs is likely to defeat her with relative ease if she tries to duke it out with them. She prefers to assume a regal attitude of indifference to attackers while her army and trained corps of superhumans make mush out of them. However, she has received military training and is quite capable of fighting if she cannot flee or summon assistance.

Theoretically, the Empress could use her ability to travel through time to return, again and again, until she succeeds in conquering Earth, or even to go back in time and change events to make Earth more vulnerable to her armies. Based on statements she has made, she seems to avoid this tactic because of the unpredictable nature of altering the time-stream: she could end up unintentionally changing things to her detriment. She also seems to have some personal objection to using time-travel as a weapon — sort of a “I can beat them with one superpower tied behind my back” code of honor. If pushed to the brink, though, she might resort to a “temporal flanking maneuver.”

Resources: As noted above, Istvatha V’han’s resources are essentially limitless. With a hundred million realities under her thumb, she can create any sort of military vehicle or weapon she needs, construct any sort of base or headquarters her acti-

tivities require, and recruit dozens of superhumans to serve her. See below for an example of her standard D-Soldier and HoverTank. For the Empress’s superhuman soldiers, just use the other characters in this book, with changed appearances and names — given the number of species she has to draw from, she can have pretty much any type of superhuman the GM wants her to.

Relations With Others: The Empress has no formal relations with any person or entity on Earth. She regards all Humans, and every other being in Earth’s reality, as potential subjects to be conquered.

Campaign Use: Istvatha V’han is a master villainess with a difference. The scale of her powers, and the scope of her resources, makes it virtually impossible to capture her or permanently cripple her ability to invade Earth’s dimension. The best the PCs can hope for is to blunt the early stages of one of her invasions and put her in a position where they can extract some sort of promise to

leave Earth’s dimension alone for a specified

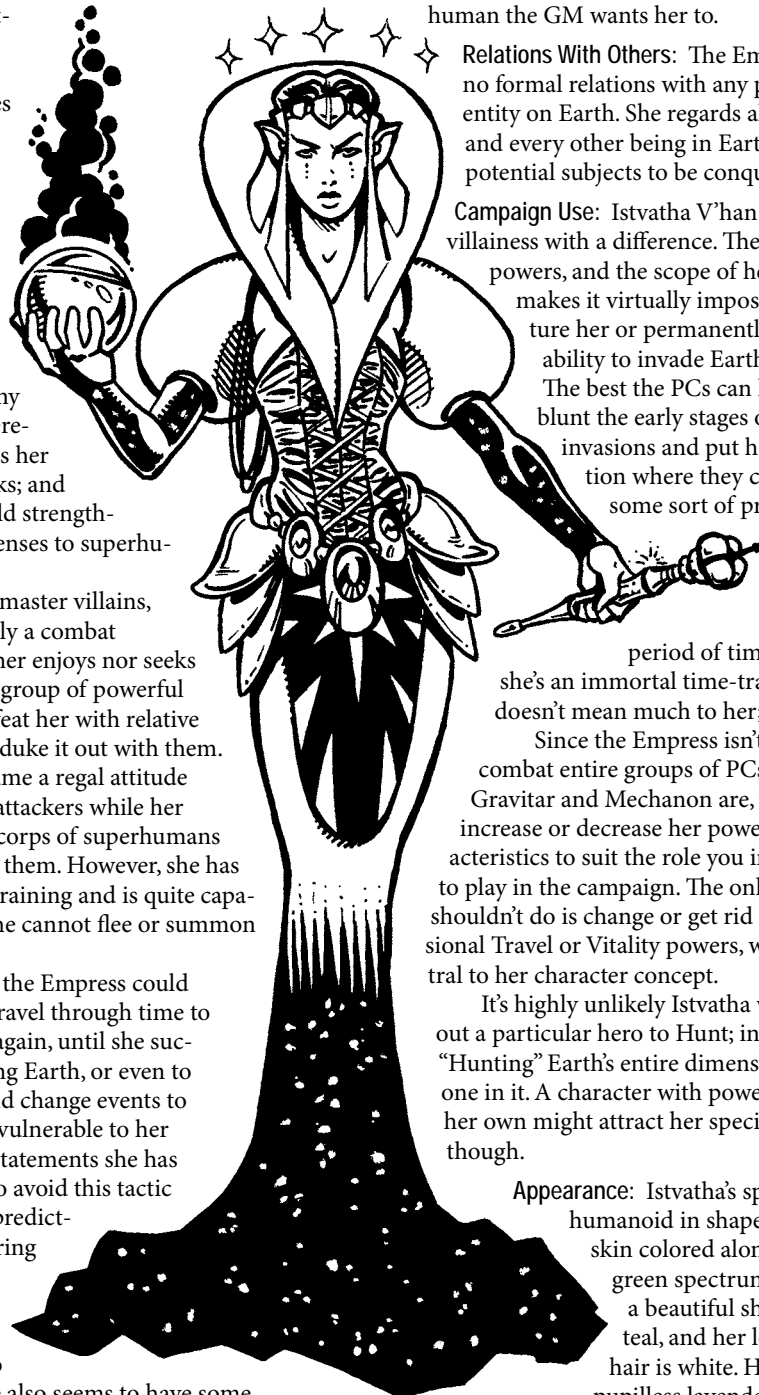
period of time. (Given that she’s an immortal time-traveler, time doesn’t mean much to her; she’s patient.)

Since the Empress isn’t meant to combat entire groups of PCs the way Gravitator and Mechanon are, you can increase or decrease her powers and Characteristics to suit the role you intend for her to play in the campaign. The only thing you shouldn’t do is change or get rid of her Dimensional Travel or Vitality powers, which are central to her character concept.

It’s highly unlikely Istvatha would single out a particular hero to Hunt; in essence she’s “Hunting” Earth’s entire dimension and everyone in it. A character with powers similar to her own might attract her special enmity, though.

Appearance: Istvatha’s species is humanoid in shape, but has skin colored along the blue-green spectrum. Her skin is a beautiful shade of dark teal, and her long, cascading hair is white. Her eyes are a pupilless lavender. She stands

approximately 6’0” tall and has a slim, athletic build. She dresses in the absolute finest of regal fashions.



ISTVATHA V'HAN**Empress Of A Billion Dimensions**

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
26	DEX	48	14-	OCV: 9/DCV: 9
24	CON	28	14-	
16	BODY	12	12-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
26	COM	8	14-	
25	PD	17		Total: 25 PD (20 rPD)
25	ED	20		Total: 25 ED (20 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
18	REC	10		
60	END	6		
60	STUN	12		Total Characteristic Cost: 278

Movement: Running: 6"/12"

Cost	Powers	END
94	<i>Dimensional Travel:</i> Extra-Dimensional Movement, any location in any dimension, can travel through time, x8 Increased Weight, Reduced Endurance (½ END; +¼)	3
80	<i>Dimensional Destabilization:</i> Energy Blast 20d6; No Knockback (-¼)	10
20	<i>Resistance Field:</i> Damage Resistance (20 PD/20 ED)	0
20	<i>Resistance Field:</i> Power Defense (20 points)	0
20	<i>Cerebral Shield:</i> Mental Defense (25 points total)	0
50	<i>Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
15	<i>Favor of Fortune:</i> Luck 3d6	0

Talents

5	Eidetic Memory	
20	<i>Cerebellic Translator:</i> Universal Translator 14-	

Perks

25	Fringe Benefit: Empress of a Billion Dimensions	
15	Money: Filthy Rich All the Followers, Vehicles, and Bases she could possibly need	

Skills

3	Acting 15-
3	Bureaucratics 15-
3	Combat Driving 14-
3	Combat Piloting 14-
3	Computer Programming 14-
5	Cramming
3	Deduction 14-
3	Electronics 14-
3	High Society 15-
3	Navigation (Dimensional, Space) 14-
3	Oratory 15-
3	Persuasion 15-
3	Riding 14-
3	SS: Dimensional Engineering 14-
3	SS: Physics 14-
3	Seduction 15-
3	Stealth 14-

3	Systems Operation 14-
3	Tactics 14-
4	WF: Common Melee Weapons, Small Arms
3	Scholar
2	1) KS: Her Realm And What Goes On In It 14-
2	2) KS: Dimensional History 14-
2	3) KS: Political Science 14-
2	4) KS: Arcane & Occult Lore 14-

Total Powers & Skill Cost: 438

Total Cost: 716

200+ Disadvantages

15	Distinctive Features: regal bearing and regalia (Concealable With Difficulty; Causes Major Reaction [fear and/or loathing])
5	Enraged: if questioned or disobeyed (Uncommon), go 8-, recover 14-
25	Hunted: Tyrannon 11- (Mo Pow, NCI, Kill)
25	Psychological Limitation: Overconfidence; Regal Bearing And Attitude (Very Common, Total)
20	Psychological Limitation: Wants To Conquer And Rule The Multiverse (Common, Total)
10	Vulnerability: 2 x STUN from dimensional-based attacks (Uncommon)
416	Experience Points

Total Disadvantage Points: 716

D-SOLDIER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
5	ED	2		Total: 13 ED (8 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
30	END	0		
35	STUN	8		Total Characteristics Cost: 53

Movement: Running: 6"/12"
Teleportation: 10"/20"

Cost	Powers	END
31	<i>V'hanian Energy Rifle:</i> Multipower, 50-point reserve, 32 Charges for entire reserve (+¼); all OAF (-1)	[32]
2u	1) <i>Basic Setting:</i> Energy Blast 10d6; OAF (-1)	
2u	2) <i>Autofire Setting:</i> Energy Blast 6d6, Autofire (5 shots; +½); OAF (-1)	
4	<i>Gun-butt Club:</i> HA +2d6; OAF (-1), Hand-To-Hand Attack (-½)	
12	<i>Body Armor:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)	0
13	<i>Dimensional Shift Harness:</i> Teleportation	

- 10"; OIF (-½) 2
- 3 *V'hanian Helmet*: Infrared Perception (Sight Group); OIF (-½) 0
- 6 *V'hanian Helmet*: Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼) 0

Skills

- 9 +3 with *V'hanian Energy Rifle Multipower*
- 2 KS: *V'hanian Military* 11-
- 1 Navigation (Dimensional) 8-
- 2 PS: *V'hanian Soldier* 11-
- 3 Stealth 12-
- 3 Tactics 11-
- 2 WF: Small Arms
- 9 Choose three of the following: Combat Piloting, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Streetwise, Systems Operation, Teamwork, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level

Total Powers & Skills Cost: 104

Total Cost: 157

50+ Disadvantages

- 5 Distinctive Features: *V'hanian uniform* (Easily Concealed; Noticed And Recognizable)
- 10 Hunted: *V'hanian Imperial Military Police* 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: *Loyal To Istvatha V'han* (Common, Strong)
- 20 Social Limitation: *Subject To Orders* (Very Frequently, Major)
- 57 Experience Points or Disadvantages specific to the individual agent

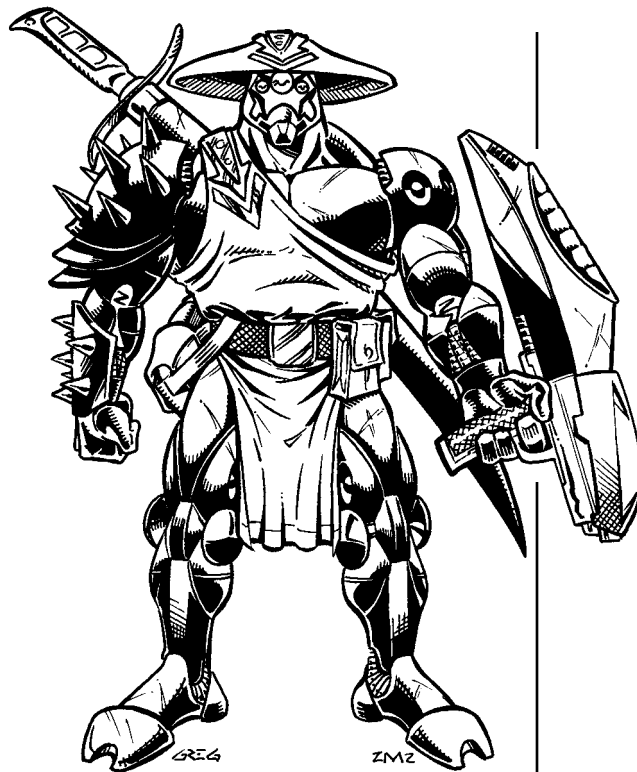
Total Disadvantage Points: 157

Description: This character sheet represents a typical D-Soldier in the armies of the Empress. Although not as skilled, powerful, or well-equipped as more specialized troops, the D-Soldier is the backbone of Istvatha V'han's armies. With his powerful energy rifle and ability to teleport, he's a dangerous combatant even against superheroes.

V'HANIAN HOVERTANK

Val	Char	Cost	Notes
30	STR	0	Lift 1,600 kg; 6d6 HTH [0]
18	BODY	4	
2½"x1¼"	Size	20	Mass 1.6 tons; -4 KB; -2 DCV
15	DEF	39	
16	DEX	18	
3	SPD	4	Phases: 4, 8, 12
Total Characteristic Cost: 85			

Movement: Ground: 6"/12"
Flight: 40"/160"



Abilities & Equipment

Cost	Power	END
85	<i>Hoverjets</i> : Flight 40", x4 Noncombat	0
30	<i>Main Gun</i> : Energy Blast 15d6; OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), 16 Charges (-0)	[16]
18	<i>Secondary Gun</i> : Energy Blast 9d6; OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), 16 Charges (-0)	[16]
10	<i>Secondary Guns</i> : total of 4 Secondary Guns	[16]
19	<i>Sensor-Scope</i> : Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+14 versus Range Modifier); OIF Bulky (-1)	0
6	<i>Communicator Panel</i> : HRRP (Radio Group); OIF Bulky (-1)	0

Total Abilities & Equipment Cost: 210

Total Vehicle Cost: 253

Value Disadvantages

- 20 Distinctive Features: *V'hanian military vehicle* (Not Concealable; Causes Major Reaction [fear, awe])

Total Disadvantage Points: 20

Total Cost: 233/5 = 47

Description: The HoverTank is a standard front-line military vehicle employed by Istvatha V'han's armies. Fast, maneuverable, well-armored, and able to carry up to half a dozen fully-equipped D-Soldiers as its crew, it packs a potent offensive punch. Its main weapon is a large energy cannon on a 60-degree swivel mount; it has four secondary guns equidistantly spaced around the rest of its hull.

MENTON



MENTON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
35	INT	25	16-	PER Roll 16-
30	EGO	40	15-	ECV: 10
35	PRE	25	16-	PRE Attack: 7d6
30	COM	10	15-	
15	PD	11		Total: 35 PD (20 rPD)
20	ED	12		Total: 40 ED (20 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
16	REC	8		
80	END	0		
75	STUN	25		Total Characteristic Cost: 304

Movement: Running: 6"/12"
Flight: 20"/40"
Teleportation: 20"/160"

Cost	Powers	END
150	<i>Mental/Telekinetic Powers:</i> Multipower, 150-point reserve	
15u	1) <i>Mental Blast:</i> EGO Attack 8d6 (Human, Animal, and Alien classes of minds), Reduced Endurance (0 END; +½)	0
15u	2) <i>Illusions:</i> Mental Illusions 16d6 (Human, Animal, and Alien classes of minds), Reduced Endurance (0 END; +½)	0
15u	3) <i>Mental Control:</i> Mind Control 16d6 (Human, Animal, and Alien classes of minds), Reduced Endurance (0 END; +½)	0
15u	4) <i>Telepathy:</i> Telepathy 16d6 (Human, Animal, and Alien classes of minds), Reduced Endurance (0 END; +½)	0
10u	5) <i>Mental Paralysis:</i> Entangle 6d6, 6 DEF, BOECV (Mental Defense applies; +1), Transparent To Physical Attacks (+¼), Works Versus EGO, Not STR (+¼), Mental Defense Adds To EGO (-½)	14
15u	6) <i>Mental Blinding:</i> Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6, BOECV (Mental Defense applies; +1), Reduced Endurance (0 END; +½)	0
15u	7) <i>Psychokinesis:</i> Telekinesis (80 STR), Reduced Endurance (½ END; +¼)	6
15u	8) <i>Psychokinetic Rending:</i> RKA 5d6, Penetrating (+½), Reduced Endurance (0 END; +½)	0
7u	9) <i>Psionic Surgery:</i> Major Transform 4d6 (remove or change target's memories and Psychological Limitations, heals back normally), BOECV (Mental Defense applies;	

	+1), Works Versus EGO, Not BODY (+¼); Limited Target (human memories and Psychological Limitations; -1)	13
150	<i>Mental Scanning:</i> 16d6 Mind Scan (Human, Animal, and Alien classes of minds), Reduced Endurance (0 END; +½)	0
40	<i>Psychometry:</i> Retrocognitive Clairsentience, Reduced Endurance (0 END; +½); Psychometry (-½)	0
30	<i>Telekinetic Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Psychokinetic Shield:</i> Force Field (20 PD/20 ED), Reduced Endurance (0 END; +½)	0
60	2) <i>Psychokinetic/Mental Shield:</i> Force Wall (12 PD/12 ED/12 Mental Defense)	9
60	3) <i>Matter Transmission:</i> Teleportation 20", x8 Noncombat, x4 Increased Mass, Reduced Endurance (0 END; +½)	0
30	4) <i>Psychokinetic Flight:</i> Flight 20", Reduced Endurance (0 END; +½)	0
27	<i>Speed Of Thought:</i> +4 SPD; Only To Use Mental/Telekinetic Powers (-½)	0
20	<i>Strong Mind:</i> Mental Defense (26 points total)	0
10	<i>Strong Mind:</i> Mental Group Flash Defense (10 points)	0
40	<i>Mind Detection:</i> Detect Minds 16- (Mental Sense Group), Discriminatory, Analyze, Improved Arc Of Perception (360 Degrees), Sense, Targeting, Telescopic (+8 versus Range Modifier)	0
20	<i>Favor Of Fortune:</i> Luck 4d6	0

Perks

100	Contacts: various, around the world, in high society and the underworld
15	Money: Filthy Rich

Talents

44	Danger Sense (any area, any danger) 20-
5	Eidetic Memory
3	Simulate Death
20	Universal Translator 16-

Skills

20	+2 Overall
40	+8 with Mental/Telekinetic Powers
3	Acting 16-
3	Climbing 14-
3	Combat Driving 14-
3	Computer Programming 16-
3	Conversation 16-
3	Deduction 16-

- 3 Disguise 16-
- 3 KS: Psionic Etiquette 16-
- 3 KS: The Psionic World 16-
- 3 KS: The Superhuman World 16-
- 3 Power: Mental Powers 16-
- 3 Power: Telekinesis Tricks 16-
- 3 SS: Psionic Engineering 16-
- 3 SS: Psionic Surgery 16-
- 3 Security Systems 16-
- 3 Stealth 14-
- 10 TF: Common Motorized Ground Vehicles, Hanggliding, Helicopters, SCUBA, Skiing (Snow and Water), Small Planes, Snowmobiles, Two-Wheeled Motorized Ground Vehicles
- 3 WF: Small Arms, Blades
- 3 Traveler
- 1 1) CK: Hong Kong 11-
- 1 2) CK: London 11-
- 1 3) CK: Millennium City 11-
- 1 4) CK: New York City 11-
- 1 5) CK: Paris 11-
- 1 6) CK: Rome 11-
- 1 7) CK: Singapore 11-
- 1 8) CK: Tokyo 11-

Total Powers & Skill Cost: 1,108
Total Cost: 1,412

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
 - 20 Enraged: if takes BODY from an attack (Uncommon), go 11-, rec 8-
 - 15 Hunted: Dr. Destroyer 8- (As Pow, NCI, Capture/Kill)
 - 20 Hunted: UNTIL 11- (As Pow, NCI, Capture)
 - 20 Psychological Limitation: Considers Self Superior And Humanity His Puppets (Common, Total)
 - 15 Psychological Limitation: Casually Cruel (Common, Strong)
 - 15 Social Limitation: Secret Identity (Alejandro Medina) (Frequently, Major)
- 1,097 Experience Points

Total Disadvantage Points: 1,412

Background/History: Throughout the world, the Medinas of Spain are renowned as wealthy cattle-owners and industrialists. For centuries they have been one of Spain's most prominent families, with relations among the crowned heads of Europe and an open invitation to the most exclusive social events. What no one knows, and the Medinas take great pains to conceal, is that since shortly after World War II the family has offered its unswerving loyalty and obedience to Albert Zerstoiten, better known to the world as Dr. Destroyer. Neither Destroyer nor any Medina has ever revealed why the family pledged itself to Destroyer's service, but the fact of it remains.

In 1968, Pacorro Medina took over as head of the family upon the death of his father, Sebastiano. Though young, Pacorro had a good head for busi-

ness, and a fine appreciation of family tradition. He recognized the need to breed sons, to continue the family line unbroken and ensure that the family businesses would never leave Medina hands. He courted and won the hand of Raquel Herrera, considered the most beautiful young woman in Spain.

In 1970, Raquel gave birth to fraternal twins, a boy Alejandro and a girl Isabella. They were the joy of their parents' lives — until the day Dr. Destroyer discovered latent psionic potential in both of them. He commanded Pacorro and Raquel to turn the children over to him, and without hesitation they obeyed.

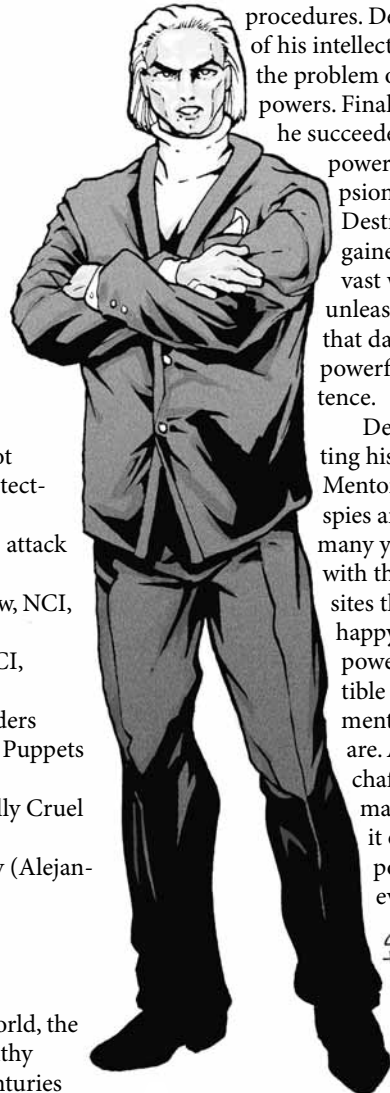
For Alejandro and Isabella, the next ten years were a blur of studies, experiments, tests, and procedures. Destroyer brought the full force of his intellect and technology to bear on the problem of unlocking the twins' psionic powers. Finally, after a decade of research, he succeeded. Isabella gained mental powers the equal of other powerful psionics. Alejandro, for reasons Destroyer could not fully explain, gained much, much more — so vast were the powers Destroyer unleashed within him that from that day to this, he remains the most powerful human psionic in existence.

Destroyer wasted no time putting his newest assets — codenamed Menton and Mentalla — to work as spies and assassins. The twins spent many years in his service, content with the responsibilities and perquisites they enjoyed, but never truly happy serving another — their powerful minds were not susceptible to Destroyer's "loyalty treatments" the way ordinary humans' are. Alejandro in particular chafed under the Doctor's command, though he never showed it openly. Why should one so powerful as he serve *anyone*, even Destroyer?

In 1992, when Destroyer faked his own death to go underground (destroying Detroit in the process), Alejandro saw his opportunity. With all the world looking for him,

to make sure he was truly dead, Destroyer did not dare to stir himself to hunt down one renegade servant, no matter how powerful — to do so would unacceptably jeopardize the success of his overall scheme. Accordingly, Menton defected from Destroyer's organization and set out to conquer the world for himself.

Since then, Menton has made several efforts to take control of various nations, or even the entire planet, using his immense psionic powers. So far he has always been defeated, but only barely. And more than a few superheroes worry about just how much behind-the-scenes control he may exert over



1992

MENTON PLOT SEEDS

The Varanyi, an alien species with powerful psionic abilities who live on the other side of the Milky Way Galaxy, begin channeling power through Menton's mind to prepare Earth for an invasion (and, eventually, to open a gateway so their powerful Star Galleons can easily reach this world). At first Menton doesn't notice their subtle workings, and when he does begins to worry he's losing control of his powers. By then it's too late, he can't stop them — he'll have to humble himself and turn to the PCs for help, or else become a tool of Earth's alien soon-to-be-masters.

Menton performs an unusually public action, helping Eurostar conquer much of northern Italy. Why is he being so uncharacteristically combative? His devotion to his sister is not, in itself, enough to make him change his habits that much.

Menton discovers a way to breach dimensional barriers with his mental powers. He begins secretly negotiating with Istvatha V'han to help her conquer Earth, expecting he can in turn take control of her and usurp the throne of her multidimensional empire. Will it work... or is he likely to create more trouble than even he can handle?

various world leaders....

Personality/Motivation: Menton makes no secret of his general contempt for the rest of humanity. He considers everyone else on Earth, up to and including Destroyer, his inferior. To him, other people are just puppets to control and manipulate as he chooses. He enjoys displaying his "superiority" by inflicting various petty and not-so-petty cruelties on other people, like Mind Controlling them to do things that get them fired or divorced, forcing women to obey his whims while retaining full awareness of what they're doing (and then changing their memories of his appearance so they accuse someone else of the crime), and so forth.

Quote: "Struggle as you will, you can never withstand the power of my mind."

Powers/Tactics: Menton is, without a doubt, the most powerful human psionic alive today. He makes the members of PSI look like mental weaklings by comparison, and even his own sister does not possess powers that come close to his. He can take control of someone's mind, create absolutely convincing illusions in another person's mind, read or alter thoughts and memories, paralyze or blind someone by shutting off parts of the victim's mind, and project psychokinetic force to achieve a variety of effects. His powers can affect not only other humans, but animals and the strangest of alien minds with equal ease.

Menton's mind works with such strength and swiftness he can take extra Actions with just his mental and psychokinetic powers. In game terms, he has +4 SPD, with the extra SPD only working for mental attacks and Actions. He gets a Phase on Segments 2, 6, 7, and 11 in which he cannot take any physical Actions, just mental ones. If he Aborts one of his five normal Phases, he loses any mental Action in the Phase in which he Aborts; if he's already taken a "mental Phase" in a Segment, he cannot Abort to a physical Action in that Segment.

For all his power, Menton is not prone to combat. He prefers to work behind the scenes, to control others and get them to do his bidding instead. If forced to confront someone, he prefers to Mind Control one foe to attack another, thereby removing two enemies from contention. If angered (such as when he's injured), he'll resort to using psychokinetic powers to inflict harm.

Resources: Menton does not maintain an organization the way most other master villains do. His "bases" are permanently-reserved suites in the most expensive and exclusive hotels in the world, where harems of beautiful women await his whims

and the best chefs prepare whatever food he might desire. His "followers" are whoever he happens to be controlling, either with his mind or more banal methods such as money.

Relations With Others: Menton does not enjoy cordial relations with anyone else in the underworld; his overweening arrogance and insistence on possessing absolute authority in any situation keep potential allies away, and his general scorn for "lesser" humans keeps him from seeking any out. He reserves a particular hatred for Dr. Destroyer, whom he regards as an abusive tyrant, and if appropriate will take action to thwart Destroyer's schemes. The only person he retains any true affection for is his sister, Mentalla, and because of that he sometimes helps her and her comrades in Eurostar.

Campaign Use: Menton is a master villain of conspiratorial bent. In most scenarios, the PCs should never be quite sure if he's *really* behind a particular plot, or if it's someone else altogether. Only in the final, climactic scene should proof of his involvement come to light.

Menton makes a vicious and dangerous Hunter. He's easily offended by those who harm or insult him, and quite willing to go out of his way to make them suffer for their impudence. He will use his powers first to uncover a hero's Secret Identity, then to ruin his civilian life, and finally, after he's toyed with his victim long enough, to reveal what's been done and then kill him.

If you want to increase Menton's power and/or flexibility, substitute a Variable Power Pool for his Multipower. For 264 points (roughly the same as the Multipower), he can have a Variable Power Pool with a 120-point base cost, 60-point control cost, the *Cosmic* (+2) Advantage, and a *Only Mental/Psychokinetic Powers* (-¼) Limitation. Then you can use slightly modified versions of the Multipower powers as powers he can create with his VPP. If he's too powerful for your game and needs to be "cut down" a little, get rid of his bonus SPD, reduce the Multipower to a 120 Active Point reserve, and remove the Force Wall slot from his EC.

Appearance: With his black hair and smoky dark eyes, Alejandro Medina is a handsome man in his early 30s who enhances others' perception of his already noteworthy appearance through subtle mental manipulation. He wears the most expensive, best-tailored clothes he can obtain, often using an item of clothing no more than once or twice before discarding it as "worthless." He's often accompanied by a train of utterly obedient servants and gorgeous "girlfriends."

TAKOFANES, THE UNDYING LORD



TAKOFANES

The Archlich

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
30	BODY	40	15-	
30	INT	20	15-	PER Roll 15-
25	EGO	30	14-	ECV: 8
60	PRE	50	21-	PRE Attack: 12d6
2	COM	-4	9-	
25	PD	19		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 ED (25 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
20	REC	16		
80	END	10		
80	STUN	20		Total Characteristics Cost: 350

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers END

330	<i>Darkest Sorcery:</i> Variable Power Pool (Magic Pool), 150 base + 75 control cost, Cosmic (+2); Only Magic (-¼)	var
292	<i>Undead Creation:</i> Summon up to 125 undead of up to 800 points each, Expanded Class (any undead; +½), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Summoned Being Must "Inhabit" Locale (spell requires appropriate number and type of corpses in the vicinity; -½), Arrives Under Own Power (-½), Extra Time (simple undead, like skeletons or zombies, require an ordinary Attack Action, more complex or powerful undead take longer; -0)	0
125	<i>Undead Command:</i> Mind Control 20d6, Area Of Effect (10" Radius; +1), Reduced Endurance (0 END; +½); Only Versus Undead (-1)	0
120	<i>The Sceptre Of The Undying King:</i> Multipower, 120-point reserve	
12u	1) <i>Hellfire Blast I:</i> EB 16d6, Reduced Endurance (0 END; +½)	0
12u	2) <i>Hellfire Blast II:</i> EB 12d6, Explosion (+½), Reduced Endurance (0 END; +½)	0
12u	3) <i>Torments Of The Damned:</i> Ego Attack 8d6, Reduced Endurance (0 END; +½)	0
12u	4) <i>Thandaki's Spell Of Irresistible Paralysis:</i> Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½), Reduced Endurance (0 END; +½)	0

11u	5) <i>Kal-Turak's Spell Of The Invisible Hand:</i> Telekinesis (50 STR), Reduced Endurance (0 END; +½)	0
4u	6) <i>Power Of Command:</i> +60 PRE; Only To Make Presence Attacks (-½)	0
36	<i>The Dragon Crown:</i> Aid 6d6, any Magic power one at a time (+¼), Delayed Return Rate (5 points per Minute; +¼); Self Only (-½), 4 Charges (-1)	[4]
25	<i>Undying Form:</i> Damage Resistance (25 PD/25 ED)	0
120	<i>Spells Of Protection:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
20	<i>The Dragon Crown:</i> Mental Defense (25 points total)	0
20	<i>Spells Of Protection:</i> Power Defense (20 points)	0
60	<i>Spells Of Protection:</i> Knockback Resistance -30"	0
50	<i>Undying Form:</i> Life Support: Total (including Longevity: Immortality)	0
60	<i>Spell Of Levitation:</i> Flight 20", Reduced Endurance (0 END; +½)	0
47	<i>Spell Of Awareness:</i> Detect Physical Objects, Magic, and Living Souls 15- (no Sense Group), Discriminatory, Analyze, Range, Sense, Targeting	0

Perks

15	<i>Money:</i> Filthy Rich All the Followers, Vehicles, and Bases he could possibly need
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Talents

42	<i>Danger Sense</i> (sense, any area, any danger) 15-
20	<i>Spell Of Comprehension:</i> Universal Translator 15-

Skills

40	+4 Overall
3	Deduction 15-
31	Power: Magic 30-
7	Spell Research 17-
4	WF: Common Melee Weapons, Common Missile Weapons
3	Scholar
12	1) KS: Arcane & Occult Lore 25-
12	2) KS: Demonology 25-
17	3) KS: Necromancy 30-
7	4) KS: Turakian Age History 20-
12	5) KS: Turakian Theurgy 25-

Total Powers & Skills Cost: 1,593

Total Cost: 1,943

TAKOFANES PLOT SEEDS

Divination spells give Takofanes reason to believe that a potent relic of Turakian times, the Amulet of Karthalos, has survived to the modern day. However, the Amulet's magics shields it from him, preventing him from determining its exact location. He begins attacking museums, hoping to find it among their collections. Can the PCs figure out what's going on in time to stop him, or will he make himself even more powerful by adding the Amulet to his arsenal?

A member of the Trismegistus Council informs the PCs he may have found a way to block the Undying Lord's necromantic spells, which would prevent him from creating more undead servants. It's a ritual that requires several exotic ingredients. The PCs have to race against time and the forces of Takofanes to get the necessary materials and help cast the spell.

Takofanes constructs a gigantic flesh golem, as big as a skyscraper, and sends it to destroy Millennium City. But what else does he have planned that would require such a monumental diversion?

200+ Disadvantages

- 25 Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Fear)
- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: UNTIL 11- (As Pow, NCI, Capture/Kill)
- 0 Hunted: Trismegistus Council 11- (Less Pow, Watching)
- 25 Psychological Limitation: Wishes To Kill Or Control Everyone On Earth (Very Common, Total)
- 20 Reputation: the world's most dangerous occult supervillain, 14- (Extreme)
- 30 Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy attacks (Uncommon)
- 1,603 Experience Points

Total Disadvantage Points: 1,943

EXAMPLE POWERS FOR DARKEST SORCERY VPP

Given the size and utility of Takofanes's VPP, you can easily create just about any magical power you can think of — often multiple ones simultaneously, without worrying about using a lot of Limitations. Here are a few example spells:

The Cantrip Of Gibbering Weakness: This spell weakens the target, both physically and mentally.

Drain STR 5d6, Ranged (+½) (total cost: 75 points) plus Drain INT 5d6, Ranged (+½) (75 Active Points); Linked (-½) (total cost: 50 points). Total cost: 125 points.

The Dark Lightnings Of Phaer-khem: This spell blasts an area with bolts of dark lightning.

RKA 4d6, Area Of Effect (12" Radius; +1¼) (135 Active Points); Limited Range (30"; -¼). Total cost: 108 points.

The Invocation Of The Black Sun: With this spell, the Undying Lord can turn the sun black, plunging the whole world into gloom.

Change Environment 1" radius, -4 to Sight Group PER Rolls, Difficult To Dispel (x4 Active Points; +½), MegaArea (each hex is 13,000 km tall, wide, and deep; +1½), Reduced Endurance (0 END; +½), Persistent (+½) (56 Active Points); Extra Time (5 Minutes; -2). Total cost: 19 points.

Kal-Turak's Spell Of Soul-Reaving: One of the Undying Lord's favorites, this spell rips the soul from a living being, killing him and leaving the body intact for necromantic experimentation.

RKA 10d6 (150 Active Points); Only Works On Living Beings With Souls (-½), No Knockback (-¼). Total cost: 86 points.

Variant version: RKA 3d6+1, NND (defense is Life Support [Longevity] or not having a soul; +1), Does BODY (+1). Total cost: 150 points.

Kal-Turak's Spell Of The Fogged Mind: This spell places a fog into the victim's brain, blotting out his will so Takofanes may command him.

Mind Control 20d6, Reduced Endurance (0 END; +½). Total cost: 150 points.

Shattering-Spell: With this spell, Takofanes can break any physical object, from the smallest utensils up to large buildings.

RKA 10d6 (150 Active Points); Only Works On Unliving Objects (-½), No Knockback (-¼). Total cost: 86 points.

The Silvery Chains Of Shalgoth The Younger: This spell wraps the target in magical silver chains from which few victims can escape.

Entangle 10d6, 20 DEF (150 Active Points); Cannot Form Barriers (-¼). Total cost: 120 points.

The Sixth Slumbrous Charm Of Kaarthák: This spell lays a mantle of sleep upon the targets, plunging them into the land of dreams.

Ego Attack 7d6, Area Of Effect (7" Radius; +1). Total cost: 140 points.

The Spell Of Perfect Protection: Takofanes may use this spell to supplement his already potent defenses.

Force Wall (10 PD/10 ED/10 Sight Group Flash Defense/10 Mental Defense/10 Power Defense) (125 Active Points); Self Only (-½). Total cost: 83 points.

Background/History: Seventy thousand years ago, when the world was far different in form and nature than it is today, was the Turakian Age. The greatest of the evil wizards of that time, a son of demons and adherent of the darkest gods, was Kal-Turak, Ravager of Men, who shaped the very lands to his whim and gave his name to the era. The unquestioned ruler of much of the Turakian world, he held sway over his subjects through vast magical power, and his shadow loomed over even those lands he did not rule.

Not even his death freed the Turakians from his grasp, for he returned from the tomb a sere lich, steeped in necromancy, more powerful than ever. In this form he called himself by a new name, Takofanes (tuh-koff-uh-nee), meaning in tongues even more ancient "he who holds the power of life and death in his hands." His subjects called him the Undying Lord, and the King of the Throne of Human Ivory, for his Seat of Power was crafted from the bones of those who dared oppose him.

In time, the peoples of the world rose against Takofanes, and after long and fearsome battle cast him down and humbled him. But so great was his

power that they could not slay him, so with their own magics the leaders of the free peoples bound him and buried him in a crypt far beneath the surface of the earth, where no pathways led.

So terrible was the battle against Takofanes that the arcane forces unleashed by both sides soon began to reshape the world, causing cataclysms in which continents fell and rose, mountains were reduced to plains, and seas shrank away to form new lands. But so deep was the Crypt of Takofanes that he slumbered on, fettered by potent magics. Other cataclysms of the world the Crypt survived as well, but as the shape of the lands changed, it came closer, far closer, to the surface than those who crafted it ever intended.

In 1987, petroleum engineers in Oklahoma, drilling deep in search of oil, drilled through the Undying Lord's Crypt, freeing him after tens of thousands of years. He awakened to a world far different from any he had ever known — one in which his powers, though strong, were weaker than once they had been. He slew his saviors with a casual gesture, then raised them up as the first of his servants in this new time. Sensing a great concentration of power on the East Coast of the United States, he traveled that way by magic, killing all he encountered along the way. The first attempt America's superheroes made to stop him led to the death of half a dozen of them; only a second, more concerted, effort stayed his march and drove him away. (See *Champions Universe*, page 102, for more information.) He vanished from the battlefield, only to reappear several times since in similar attempts to conquer or transform the world. The logic behind his actions remains inscrutable, but his aim — the conquest or destruction of mankind — is all too evident. No one knows where next he will appear, but only fools do not dread his coming.

Personality/Motivation: An undead necromancer and sorcerer of vast arcane power, Takofanes the Archlich cares only for the acquisition of power, both magical and temporal. People are little more to him than gnats to be swatted, or servants awaiting transformation into more worthy forms. If he were to succeed in conquering the world, the lot of humanity would be a vile and bitter one indeed. Moreso even than Dr. Destroyer or Dark Seraph, he represents pure, unalloyed Evil, with all that state entails.

Quote: "Thou and thy apeish kin will grovel at my feet, or be destroyed. So saith the Lord of the Throne and Crown, and so shall it be done."

Powers/Tactics: Although the level of arcane energies in the modern world is less than it was during the Turakian Age, and so his spells are weaker too, Takofanes is still the most powerful wielder of magical energies in the world today, dwarfing even the likes of Dark Seraph. With his magics he can devastate entire cities, slaughter armies, and raise the hosts of the

dead to obey his every whim. His greatest powers lie in the arcana of Necromancy, but he can command virtually any type of magic imaginable.

In battle, the Undying Lord prefers to let his servants and pawns do all the work, taking a hand himself only if it's necessary or some foe threatens him directly. Then he strikes quickly and without mercy, using his powerful spells to strike his enemies down without a second thought. A foe slain will often be raised from the dead at once as a zombie or specter to serve his will — it is most fitting, after all, for those who dare to oppose him to strike back against their former comrades until the



Archlich sees fit to slay them in turn.

Takofanes wields two powerful magic items, the Sceptre Of The Undying King (which his priests crafted for him back in Turakian times), and the Dragon Crown, forged by the demon-god Krim in ages ago. Both provide him with further magical abilities, or augment those he already possesses. Because the Crown is permanently attached to his head, and he can summon the Sceptre to himself with but a gesture, neither qualify as Foci. (For more on the Crown, see *Champions Universe*, page 102.)

In battle, or when confronting others, Takofanes rarely moves or speaks. He simply hovers near the field of combat, or sits in his great Throne (which undead servitors often carry on a golden litter). Should he deign to raise a hand to oppose some hero, that would almost be a mark of favor, a sign the Undying Lord must exert himself, however little, to defeat him.

The Archlich's magic is not like those of most other superpowered spellcasters. It is a darker and more primitive thing, born of ancient Turakian lore and his own pacts with demons and things still more foul — but no less powerful for its lack of flashiness or alliterative names.

Resources: Takofanes's resources are vast, though not technological as most other villains'. His servants are undead he has created, or demonic servitors summoned by his spells. They wield ancient weapons, sometimes enchanted, and ride in magical chariots pulled by beasts both strange and fell. When he must retreat, he uses his magics to transport himself to pocket dimensions he created long ago, where none can find or harm him.

Relations With Others: Takofanes has no interest in allying himself with anyone else; he stands alone, supreme, and all others must cower before him and worship him. Everyone in the world is but a servant, or a servant to be, and he makes no pacts with such worms.

Campaign Use: Takofanes is the most powerful magical villain threatening the Champions Universe (save perhaps for Tyrannon the Conqueror). He's quite capable of conquering the world, and if he does so will reduce it to a place of darkness, misery, and torment where human beings are allowed to live only that they might breed more slaves for him.

Takofanes is still trying to grasp the nature of the modern world. It is very unlike the world he knew 70,000 years ago, and he has never been opposed by the likes of superheroes. His unfamiliarity with present-day Earth is one reason he has always suffered defeat. In time, as he adapts himself to the demands of the twenty-first century, he will become even more difficult to stop.

If Takofanes needs to be more powerful to take on your group of PCs, increase his Characteristics (including SPD) appropriately, or give him more magic items or specific abilities outside his Darkest Sorcery VPP (e.g., a distinct demon-summoning power). To weaken him, reduce his Characteristics slightly, and replace his Variable Power

Pool with a 120-point reserve Multipower with ten or twelve slots.

Takofanes is unlikely to ever Hunt a specific hero; he has an entire world to conquer and civilization to crush beneath his bony heel. Should some unlucky PC attract his attention, the Archlich would probably attack him with summoned servants and curses cast from afar. Direct confrontation would be most rare — and usually fatal for the hero.

Appearance: The Undying Lord is a skeletal lich, with green flames burning in his eye sockets. He wears a scarlet kilt with a gold belt, and a scarlet cloak with a gold border on which are embroidered arcane runes in red; at times the runes seem to writhe, or change shape. On his head he wears the Dragon Crown, which looks like six golden dragons woven together to make a crown, with each of their upper bodies and heads standing up to form one of the tines. Each dragon has tiny rubies for eyes, and the one in front, much larger and more detailed than the others, holds a large emerald.

THE ARSENAL OF TAKOFANES

When the time comes to oppose the PCs, Takofanes might distribute some of these items to his most trusted servants. They're Unbreakable Personal Foci, and though they don't use up any of the Undying Lord's VPP, they only work at his sufferance.

The Puissant Orb: This crystalline globe, milky-white in color but occasionally showing flashes of color and light deep within, fits comfortably in a human hand. It allows the user to move people and objects without touching them.

Telekinesis (40 STR) (60 Active Points); OAF (-1). Total cost: 30 points.

Thunderbolt Wand: This worked iron wand, set with lesser gems, shod with silver, and capped with a perfectly-formed crystal of tourmaline, can project powerful bolts of lightning at nearby targets.

RKA 3d6, +2 Increased STUN Multiplier (+½) (67 Active Points); OAF (-1), Limited Range (9"; -¼), 6 Charges (-¾). Total cost: 22 points.

Vesperine Cloak: Woven of bat's-wings, this cloak grants the wearer the ability to fly, and makes it impossible to see him in darkness.

Flight 10", Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Restrained (-½) (total cost: 12 points) plus Invisibility To Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1) (total cost: 22 points). Total cost: 34 points.

DEMON SERVITOR

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
2	COM	-4	9-	
Total Characteristics Cost: 85				
8	PD	3		Total: 16 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
3	SPD	2		Phases: 4, 8, 12
9	REC	0		
40	END	0		
38	STUN	0		

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost	Powers	END
22	<i>Fangs:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
10	<i>Demonic Strength:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
21	<i>Crushing, Strangling, Throttling:</i> HKA 1d6 (2d6 with STR), Continuous (+1), Penetrating (+½); Must Follow Grab (-½), No Knockback (-¼)	4
37	<i>Corrosive Slime:</i> HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
24	<i>Demon's Carapace:</i> Armor (8 PD/8 ED)	0
30	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
50	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0

Skills

10	+2 Hand-To-Hand
3	Interrogation 14-
1	Language: English (basic conversation; Demonic is native)
5	Stealth 14-

Total Powers & Skills Cost: 218

Total Cost: 303

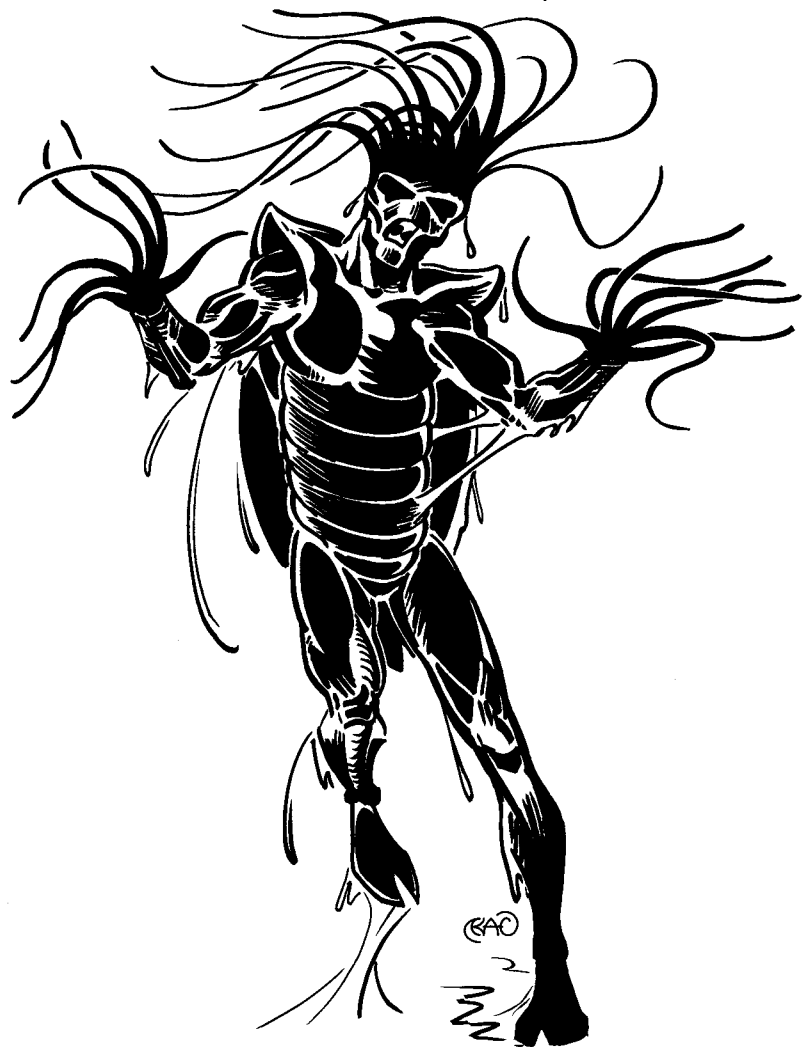
75+ Disadvantages

20	<i>Distinctive Features:</i> Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	<i>Physical Limitation:</i> Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	<i>Physical Limitation:</i> Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

25	<i>Psychological Limitation:</i> Utterly Evil (Very Common, Total)
25	<i>Psychological Limitation:</i> Utterly Loyal To Takofanes (Very Common, Total)
25	<i>Susceptibility:</i> to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
103	Experience Points

Total Disadvantage Points: 303

Description: Created especially for Takofanes by the Lords of Hell, these Demon Servitors are among the most common beings to serve the Undying Lord. Although they have many different forms, the typical ones owe their appearance more to Turakian concepts of demons than the imaginings of modern-day Christianity. Their bodies are a shadowy black, with tentacle-like fingers and hair, and carapaces something like that of beetles. A fetid, corrosive slime drips from their bodies, and they bring horror wherever they go.



THE WARLORD



WARLORD PLOT SEEDS

After seeing a picture of Oculon, the Warlord realizes he has Blueboy eyes. Intrigued, he thaws out the body of the Hzeel pilot he found and puts his surgeons and scientists to work to find out if they can create more superpowered soldiers for him by grafting Hzeel organs and parts onto Human bodies. They succeed, vastly boosting the strength of his organization, which leads to a spree of crimes and attacks the PCs have to stop.

The PCs hear an underworld rumor that the Warlord and Teleios have joined forces for some unknown purpose. Is it true — and if so, what are the two up to? Is the Warlord about to unleash a biochemical armageddon on the world?

One of the Warlord's clients orders a new type of weapon. This new weapon happens to use technology similar to that invented (or used) by one of the PCs. Rather than spend all the R&D time and money to engineer it himself, the Warlord decides to kill the PC and take it. He begins a campaign against the PCs intended to draw them out to a place where he can easily murder them and take what he wants.

Background/History: Born in 1958, Roger Warwell has always bitterly regretted that he missed World War II and the Korean War, and was too young for the Vietnam conflict. He grew up listening to his father and uncles telling war stories, and all he ever wanted to do with his life was become a soldier.

Warwell's interest in bloodshed sometimes manifested itself in a violent temper and criminal conduct (mostly assaults). Much to his parents' despair, he was expelled from several schools for fighting, selling drugs, and similar antisocial behavior. Finally they shipped him off to military school. At last, he was truly in his element. He took to military school like a fish to water, quickly rising to the top of his class and achieving high marks in his subjects. Though his record was marred by a fist-fight or two, he never got in serious trouble again. That wasn't because he'd reformed, but because the discipline of military academy life taught him how to conceal his criminal conduct better.

Upon graduation, Warwell immediately joined the Marines, where again he excelled. But a budding military career was cut short when he was caught selling military weaponry on the black market with the help of a quartermaster. Warwell escaped, killing a guard and his accomplice in the process, and fled the United States to become a mercenary. He spent the next several years fighting for pay in the Balkans, Africa, South and Central America, and anywhere else his military expertise was needed and the money was good.

When an injury sidelined him for several months, he began to dabble in arms dealing again, and quickly found it to be far more profitable — and safer — than fighting on the front lines. Taking advantage of military and underworld contacts developed over the years, he put together a major black market arms smuggling and selling network, raking in vast profits from stolen military goods. As his fortune and power increased, he began hiring scientists and engineers to develop his own line of weapons, ones superior to standard government models in many ways. Soon his biggest problem was not being able to manufacture weapons quickly enough to satisfy all his customers!

For all that, Warwell might have remained a more or less ordinary, if powerful, underworld arms merchant if not for a fateful day in 1991. While on a combination hunting and birdwatching safari in the African jungle, he came across what he thought at first was some sort of wrecked prototype stealth fighter. He revised his opinion when he discovered the remains of the pilot — a bluish-skinned, red-eyed alien! Realizing he'd found the

remains of a crashed alien starship, he quickly called in his troops and had the entire ship lifted out of there and taken to his most private, most secure facility.

After studying the ship for months, Warwell knew it was a godsend for him. With this sort of technological resource, he could be more than just an arms merchant. He could become a major military force in his own right, a modern-day Alexander capable of laying the world at his feet. He could become... a Warlord.

Drawing on his own abilities as a military systems designer and the skills of his corps of technicians and engineers, Warwell designed a massive suit of powered battle armor that incorporated Earth and "Blueboy" technology, and a gigantic flying, stealth technology-cloaked airship to go with it. Christening himself the Warlord, in 1994 he launched his first attempt at conquest, attacking the nation of Vietnam. Though eventually defeated by an assemblage of various superheroes from around the world, he satisfied himself that his battlesuit had what it took to fight against the "big boys." And his strong showing only attracted more customers eager for his ever-more-powerful weaponry. He has continued to spread havoc and violence throughout the world, often personally taking a hand in the battles and wars he foments. Though not as direct a threat to world security as the likes of Mechanon, Takofanes, or Dr. Destroyer, he remains one of the most powerful, and aggressive, supervillains in the world.

Personality/Motivation: The Warlord is a powerful, powerhungry supercriminal who revels in conflict, violence, fighting, and bloodshed. Unlike many master villains, he likes to get involved in combat personally, taking on the most powerful superheroes and gunning them down with his powerful weaponry. He's set his sights on eventually taking over part, or all, of the world through the application of matchless military force, and he doesn't intend to rest until his dreams of empire have become a reality.

The Warlord constantly speaks in military jargon as a subconscious way of both showing off and putting others in their place. Bad suggestions aren't just rejected, they're "contraindicated"; retreats are "strategic withdrawals"; he frequently quotes Sun Tzu and Clausewitz; and so on. When roleplaying him, try to get across his air of military efficiency, discipline, and obsession — but give the definite impression he can back up his macho posturing with strength and power, because he can. He's no tin soldier playing at warfare; he's a dangerous, seasoned combatant who's killed more super-

heroes than any supervillain besides Dr. Destroyer (24 as of 2002).

Quote: “Sun Tzu would counsel caution in this situation. But I disagree — now is the time to strike, and strike hard, while the enemy is weak! General Brannock, deploy five squads of troops to the coordinates previously provided. Order them to kill everyone at the location and take whatever technology they can carry. The entire mission should take no more than two hours.”

Powers/Tactics: The Warlord’s abilities primarily derive from his impressively large and powerful suit of battle armor, which combines both Human and “Blueboy” (Hzeel) military technology. In addition to a wide variety of blasters, it’s equipped with machine guns, flamethrowers, tangleweb projectors, and missiles. It’s also got numerous defensive systems, a jetpack and jumpjets for flight and flight-assisted leaps, and multiple sensory systems including 360-degree camera feeds and radar. The armor’s computers project readouts in heads-up displays on the interior of its dome.

The Warlord regards himself as a master strategist and tactician, and he is. Even more importantly, his interest in analyzing a conflict and determining his best course of action doesn’t inhibit his ability to act quickly; he’d rather make a decision based on the best currently available information and carry forward than wallow around indecisively, even if his chosen course of action ultimately proves to have been the wrong one. He can always retreat, regroup, and attack again later; he’s not foolish enough to keep fighting when the odds are against him. He fights to win.

Resources: In addition to his team of superpowered soldiers, the War Machine, the Warlord possesses two assets of note. The first is the Flying Fortress, a gigantic airship/mobile base which serves as his headquarters. Using stealth technology and cloud generators to conceal itself from the rest of the world, it’s the perfect staging ground for his campaign of conquest. The heavily-armed Fortress comes equipped with numerous combat aircraft built with both Earth and Hzeel technology, and the Warlord hopes to add teleportation systems someday.

The Warlord’s second major asset is the *Shadow Army*, his private force of several thousand

highly-trained troops. Organized similarly to the United States Army, the Shadow Army is but the first of many armies the Warlord hopes to recruit. Once he achieves a few successes in his campaign, mercenaries from all over the world will flock to his banner, giving him the force he needs to continue invading and conquering other nations... or so he hopes.

Relations With Others: The Warlord has worked with both VIPER and Eurostar on occasion, sometimes seeking an ally with whom to conquer part of the world, sometimes as part of a technology exchange or the like. Other supercriminals (or criminal organizations) he has neither opposed nor teamed up with.

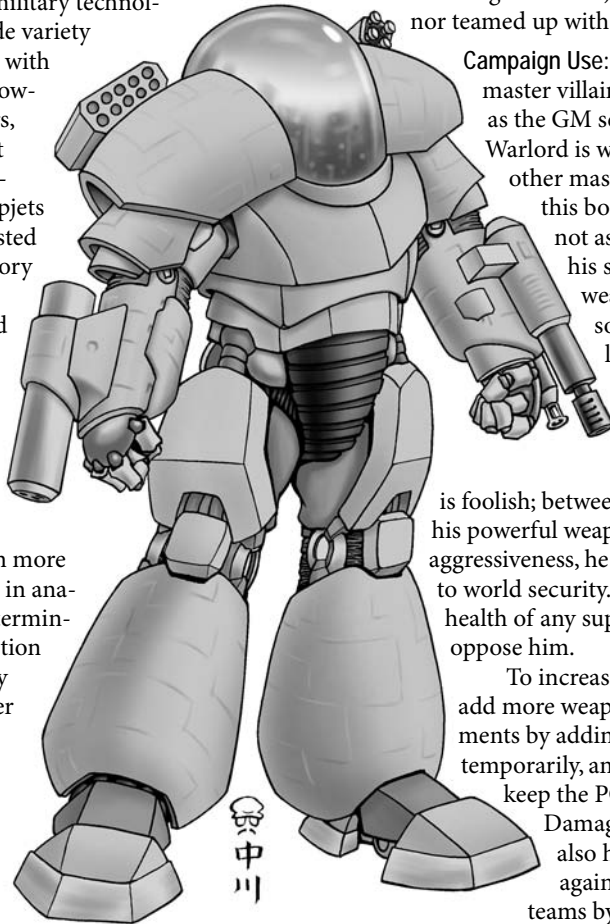
Campaign Use: Although he is a master villain, and thus to be used as the GM sees fit, generally the Warlord is weaker than most of the other master villains depicted in this book. His technology is not as advanced (or diverse), his superteam is relatively weak, and his corps of soldiers nowhere near as large as Dr. Destroyer’s body of followers or the undead legions of Takofanes. Still, underestimating him is foolish; between his military skills, his powerful weapons, and his ruthless aggressiveness, he poses a definite threat to world security... not to mention the health of any superheroes who dare to oppose him.

To increase the Warlord’s power, add more weaponry; he often experiments by adding systems to his armor temporarily, and this is a good way to keep the PCs on their toes. Some Damage Reduction would also help him to stand up against entire superhero teams by himself, without the

help of the War Machine or any troops. To weaken him, simply reduce the number and power of his weapons until he’s where you want him to be, power-wise.

The Warlord is willing to Hunt anyone who seems to pose a definite threat to him or his organization (including Devastator, who stole from him and must be made to pay the price for his theft). As a Hunter, he plans (with military precision and thoroughness) a methodical campaign of harassment, raids, and attacks designed to locate, weaken, and then destroy his foe.

Appearance: The Warlord’s armor is large and bulky; wearing it, he stands over seven feet tall, with a proportionately broad figure. The armor itself is a shiny steel blue, and carries an enormous number of weapons. On the right forearm, mounted above the wrist, a large cylinder, divided into three sections, encloses the arm; by rotating the three sec-



tions of the cylinder, the Warlord can fire different energy bolts from his right gauntlet. Mounted on the left forearm are two weapons, a machine gun and a flamethrower, their twin barrels reaching just over the edge of the Warlord's knuckles when he makes a fist. Peeking over his shoulders are a micromissile launcher and a tangleweb projector. The armor encloses the Warlord's head and upper chest in a sort of dome that gives him a wider field of vision than a helmet would.

Out of his armor, Roger Warwell is a rugged-looking man in his mid-40s. He's obviously been through a lot, as his numerous scars attest, but his face, form, and attitude reveal a certain zest for life that no misfortune can entirely extinguish; if he weren't so unstable and dangerous, many heroes could get to like him.

THE WARLORD

Val	Char	Cost	Roll	Notes
15+25	STR	5+12*	12- /17-	Lift 200/6,400 kg; 3d6/8d6 [1 (4)]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
10	PD	7	Total: 34 PD (24 rPD)	
8	ED	3	Total: 32 ED (24 rED)	
5	SPD	20	Phases: 3, 5, 8, 10, 12	
10	REC	4		
50	END	0		
50	STUN	14	Total Characteristic Cost: 181	

*: OIF (Powered Armor, -½), No Figured Characteristics (-½)

Movement:	Running:	9"/18"
	Leaping:	20"/40"
	Flight:	20"/80"

Cost	Powers	END
60	<i>Battle Armor Weapons Suite:</i> Multipower, 90-point reserve; all OIF (-½)	
4u	1) <i>Mark I Blaster:</i> Energy Blast 18d6; OIF (-½), 8 Charges (-½)	[8]
4u	2) <i>Mark II Blaster:</i> RKA 6d6; OIF (-½), 8 Charges (-½)	[8]
6u	3) <i>Mark III Blaster:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½); OIF (-½)	0
6u	4) <i>Mark IV Blaster:</i> RKA 4d6, Reduced Endurance (0 END; +½); OIF (-½)	0
4u	5) <i>Mark V Blaster:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), 8 Charges (-½)	[8]
4u	6) <i>Mark VI Blaster:</i> Energy Blast 12d6, Armor Piercing (+½); OIF (-½), 8 Charges (-½)	[8]
4u	7) <i>Micromissiles:</i> Energy Blast 10d6, Explosion (-1 DC/2"; +¾); OIF (-½), 8 Charges (-½)	[8]
4u	8) <i>Flamethrower:</i> RKA 4d6, Armor Piercing (+½); OIF (-½), 8 Charges (-½)	[8]
6u	9) <i>Machine Gun:</i> RKA 3d6, Autofire (5	

	shots; +½), 64 Charges (+½); OIF (-½)	[64]
6u	10) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF; OIF (-½), 16 Charges (-0)	[16]
6u	11) <i>Electrification Field:</i> RKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); OIF (-½)	0
6u	12) <i>Taser Blaster:</i> Energy Blast 9d6, NND (defense is ED Force Field; +1); OIF (-½), 16 Charges (-0)	[16]
	<i>Martial Arts: Karate</i>	
	Maneuver	OCV DCV Notes
4	<i>Atemi Strike</i>	-1 +1 3d6 NND(1)
4	<i>Block</i>	+2 +2 Block, Abort
4	<i>Disarm</i>	-1 +1 Disarm, 35 (60) STR
4	<i>Dodge</i>	+0 +5 Dodge all attacks, Abort
3	<i>Legsweep</i>	+2 -1 6d6 (11d6); Target Falls
4	<i>Knifehand Strike</i>	-2 +0 HKA 1d6 (2d6 with STR)
4	<i>Punch/ Snap Kick</i>	+0 +2 7d6 (12d6) Strike
5	<i>Side/Spin Kick</i>	-2 +1 9d6 (14d6) Strike
8	+2 Damage Classes (already added in)	
60	<i>Battle Armor:</i> Armor (24 PD/24 ED), Hardened (+¼); OIF (-½)	0
27	<i>Flashbang Protection:</i> Sight and Hearing Group Flash Defense (20 points each); OIF (-½)	0
10	<i>Psychic Shield:</i> Mental Defense (19 points total); OIF (-½)	0
10	<i>Force Field:</i> Power Defense (15 points); OIF (-½)	0
7	<i>Internal Air Supply:</i> Life Support (Self-Contained Breathing); OIF (-½)	0
45	<i>Jetpack:</i> Flight 20", x4 Noncombat, Reduced Endurance (0 END; +½); OIF (-½)	0
8	<i>Jumpjets:</i> Leaping +12" (20" forward, 10" upward); OIF (-½)	1
6	<i>Swift Runner:</i> Running +3" (9" total)	1
3	<i>Visual Sensors Suite:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Visual Sensors Suite:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
7	<i>Visual Sensors Suite:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½)	0
2	<i>Audio Sensors:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
6	<i>Communications Systems:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
13	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½)	0
	Perks	
80	<i>Contacts:</i> numerous throughout the militaries, arms manufacturers, and mercenary groups of the world	
15	<i>Money:</i> Filthy Rich	
70	<i>The Shadow Army:</i> Followers, 4,000 (see character sheet on page 50)	
133	<i>Flying Fortress:</i> Vehicle (see page 49)	

Any other Bases, Followers, or Vehicles he needs

Talents

- 8 *Onboard Computer*: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)
- 15 Combat Sense 13-
- 6 Lightning Reflexes: +4 DEX to go first with All Attacks
- 3 Lightsleep

Skills

- 20 +2 Overall
- 16 +2 with All Combat
- 11 *Tactical Computer*: +2 with All Combat; OIF (-½)
- 6 *Tactical Computer*: +3 versus Range with all attacks; OIF (-½)
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Combat Piloting 13-
- 3 Computer Programming 13-
- 7 Demolitions 15-
- 3 Electronics 13-
- 2 AK: Africa 11-
- 2 AK: The Balkans 11-
- 2 AK: Central America 11-
- 2 AK: South America 11-
- 2 AK: Southeast Asia 11-
- 1 KS: Hzeel Starship Technology 8-
- 5 KS: Military History 15-
- 10 KS: The Military/Mercenary/Terrorist World 20-
- 3 KS: Superheroes 13-
- 3 KS: Supervillains 13-
- 5 KS: World Military Weaponry & Vehicles 15-
- 1 Language: Serbo-Croatian (basic conversation; English is native)
- 2 Language: Spanish (fluent conversation)
- 3 Mechanics 13-
- 5 PS: Arms Dealer 15-
- 3 PS: Birdwatching 13-
- 5 PS: Soldier/Mercenary 15-
- 5 PS: Wargames 15-
- 3 Security Systems 13-
- 3 Stealth 13-
- 3 Streetwise 15-
- 3 Systems Operation 13-
- 7 Tactics 15-
- 5 Teamwork 14-
- 7 TF: Common Motorized Ground Vehicles, Basic & Advanced Parachuting, Two-Wheeled Motorized Ground Vehicles, Small Motorized Boats, SCUBA
- 7 WF: Small Arms, Blades, Thrown Blades, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons
- 11 Weaponsmith (all categories) 14-

Total Powers & Skill Cost: 888
Total Cost: 1,069

200+ Disadvantages

- 10 Hunted: Champions 8- (As Pow, NCI, Capture)
- 15 Hunted: UNTIL 8- (As Pow, NCI, Capture)
- 10 Hunted: another superteam of GM's choice 8- (As Pow, Capture)
- 20 Psychological Limitation: Powerhungry (Very Common, Strong)
- 20 Psychological Limitation: Revels In Combat (Very Common, Strong)
- 10 Psychological Limitation: Hunting Devastator (Uncommon, Strong)
- 15 Reputation: master villain bent on destruction and world conquest 11- (Extreme)
- 15 Social Limitation: Secret Identity (Roger Warwell) (Frequently, Major)
- 954 Experience Points

Total Disadvantage Points: 1,069

THE WAR MACHINE

WARBIRD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
				Total: 20 PD (12 rPD)
				Total: 20 ED (12 rED)
				Phases: 3, 5, 8, 10, 12
8	PD	4		
8	ED	4		
5	SPD	20		
8	REC	0		
40	END	0		
37	STUN	5		
				Total Characteristics Cost: 114

Movement: Running: 7"/14"
 Flight: 20"/40"

Cost	Powers	END
30	<i>Right Wrist Rocket</i> : EB 8d6, Explosion (+½); OIF (-½), 8 Charges (-½)	[8]
5	<i>Left Wrist Rocket</i> : a second Wrist Rocket (same as above)	[8]
25	<i>Razor Wings</i> : HKA 1½d6 (2d6+1 with STR), Armor Piercing (+½); OIF (-½)	2
<i>Martial Arts: Commando Training</i>		
	Maneuver	OCV DCV Notes
4	Boxing Cross	+0 +2 6d6
4	Choke	-2 +0 Grab One Limb, 2d6 NND (2)
4	Escape	+0 +0 35 STR vs. Grabs
4	Karate "Chop"	-2 +0 HKA ½d6 (1d6+1 with STR)
4	Kung Fu Block	+2 +2 Block, Abort

WARBIRD PLOT SEEDS

The Air Force catches up to Paul Avery after years of searching for him. Aware that, as Warbird, he can call for some heavy-hitting backup when they try to capture him, the USAF brass asks the PCs for help.

Warbird finds out his eyesight started to go bad years ago because the Warlord arranged to have a subtle poison slipped into his food — he wanted to recruit Avery for the Shadow Army. (That's why the Warlord's doctors were able to cure a problem other doctors pronounced incurable — they knew exactly what the cause was.) Furious, Warbird approaches the PCs with an offer to work undercover to bring the Warlord down (in exchange for immunity from prosecution, of course). Can they trust him? What happens if he changes his mind halfway through the job?

Warbird takes a vacation cruise — on a ship where the PCs just happen to be vacationing themselves. When Eurostar takes the ship hostage, will the PCs accept Warbird's offer to work with them to save the passengers? Will Warbird try to sell them out to Eurostar?

	<i>Martial Arts: Warbird Fighting</i>			
	Maneuver	OCV	DCV	Notes
5	Flying Dodge	—	+4	Dodge All Attacks, Abort; FMove
5	Flying Grab	-2	-1	Grab Two Limbs, 30 STR for holding on; FMove
5	Flying Throw	-1	-2	Grab Two Limbs; 4d6 +v/5; Target Falls; FMove
5	Passing Disarm	-1	-1	Disarm, 30 STR to Disarm roll; FMove
5	Passing Strike	+1	+0	Weapon +v/5; FMove
24	<i>Bulletproof Costume: Armor (12 PD/12 ED); OIF (-½)</i> 0			
33	<i>Wings: Flight 20", Reduced Endurance (½ END; +¼); Restrained (-½)</i> 2			
2	<i>Fast Runner: Running +1" (7" total)</i> 1			
3	<i>Nightsight Helmet: Ultraviolet Perception (Sight Group); OIF (-½)</i> 0			
6	<i>Helmet Radio: Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)</i> 0			
Perks				
5	Fringe Benefit: Membership: commander of the War Machine			
Skills				
16	+2 with All Combat			
8	+4 with Flight			
3	Combat Piloting 13-			
1	AK: Africa 8-			
2	KS: Military History 11-			
2	KS: Superheroes 11-			
2	KS: Supervillains 11-			
2	KS: The Warlord & His Organization 11-			
2	Navigation (Air) 12-			
3	Paramedics 12-			
3	Stealth 13-			
7	Tactics 14-			
3	Teamwork 13-			
4	TF: Combat Aircraft, Helicopters, Large Planes, Small Planes			

Total Powers & Skills Cost: 236

Total Cost: 350

200+ Disadvantages

10	Hunted: The Warlord 8- (Mo Pow, NCI, Watching)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Loyal To The Warlord (Common, Strong)
20	Psychological Limitation: Revels In Violence And Combat (Very Common, Strong)

10	Psychological Limitation: Looks After His Men Before Himself (Common, Moderate)
15	Reputation: superpowered lieutenant of the Warlord, 11- (Extreme)
5	Rivalry: Professional (with Warhead)
15	Social Limitation: Secret Identity (Paul Avery) (Frequently, Major)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Background/History: Paul Avery was a hot-shot pilot with the United States Air Force, flying the latest combat aircraft. He was on top of the world... until his eyesight suddenly started to deteriorate. Air Force doctors who examined him said it was an incurable condition. When informed he would no longer be allowed to fly, he became so overwrought he stole an F-15 and tried to flee the United States. He accidentally crashed the jet, but managed to bail out and escape before the authorities arrived. He disappeared into the mercenary underground, concealing his vision problems so he could continue to fly.

After a few years as a mercenary, he was recruited by the Warlord to become part of his Shadow Army. The pay and conditions were better, so Avery jumped at the chance. About a year later, after a routine physical examination by the Warlord's doctors, Avery was told they had a revolutionary new treatment, based on the Warlord's unique technology, that could stop his eyesight from getting worse, and over time reverse the deterioration altogether. But the Warlord had a condition — Avery would have to help test an experimental flying suit.

Avery eagerly volunteered to test the suit. It proved to work perfectly — and he was so good at using it, the Warlord ordered him to keep it and take the codename Warbird. As the first, and thus most senior, member of the War Machine, Warbird was given command of the others as the Warlord built the team, and he remains in command today.

Personality/Motivation: Like the Warlord himself, Warbird is a combat junkie. He loves the thrill of battle, violence, and bloodshed. However, his preferred method of fighting is from the air, using the highest-tech weaponry he can get his hands on; fistfights are for suckers and goons. He spends as much time as he can in the air, even if it's just for the fun of flying; in combat he never touches the ground unless he has to.

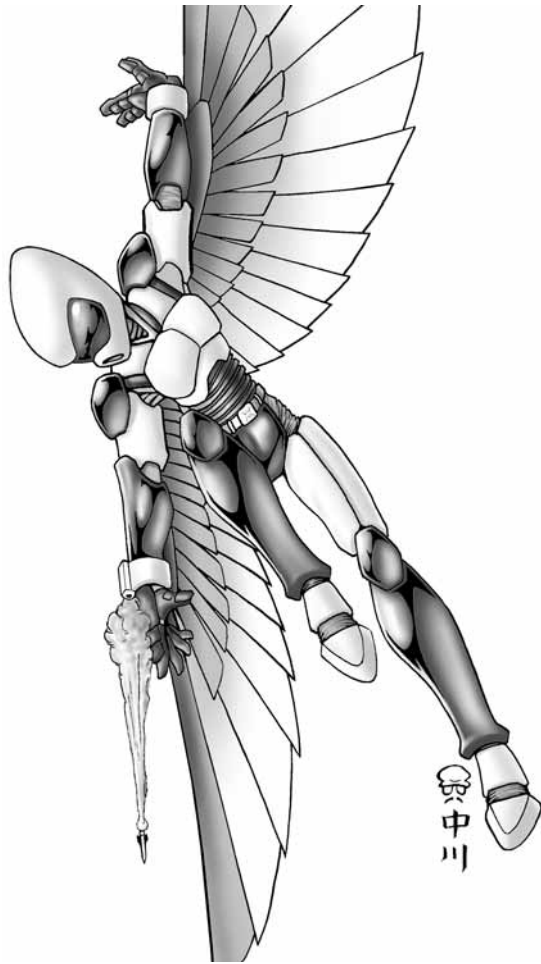
Warbird is ideally suited to command the War

Friendly Rivalry?

'Warbird a commander? Gimme a break! Sure, he talks a good game, but that's all it is — talk. When things get tough, he'll fold under the pressure. I could lead the Machine a lot better than he can.'



— Warhead on Warbird



Machine. Not only is he calm and level-headed in a crisis, but he's got a true leader's devotion to his men. If a member of the War Machine is in trouble, Warbird does his best to help (or to evac them from the battlefield as quickly as he can). When the team has to retreat, Warbird's always the last one to go, providing cover fire for the others to ensure they escape safely.

Warbird has developed a romantic attraction for Warpath. Unfortunately for him, so far she doesn't share his affection.

Quote: "All right, men, hit 'em two-by-two! I'll be in the air to pick up the slack."

Powers/Tactics: Warbird is a maneuverable flyer with extensive experience in aerial combat. His battlesuit's high-tech wings and propulsion-pack, combined with his natural agility and skill, make him a deadly fighter. His battlesuit comes equipped with two weapons. The first is the wings themselves, which have razor-sharp edges capable of cutting through gun barrels or the super-tough skin of a superhero. Warbird has developed a suite of aerial fighting maneuvers that allow him to make the best use of the deadly wings (and to perform other maneuvers, like snatching a weapon out of an enemy's hands). The second are his wrist-rockets — eight on each wrist — which give him a ranged combat option as well as a way to affect multiple opponents. Since he has a limited number of missiles, he tries to save them for the right moment.

In battle, Warbird often flies overwatch, keep-

ing out of the main fights so he can chip in and help teammates who've bitten off more than they can chew (he particularly likes to do this with Warhead, since it makes his rival look bad). If the enemy has a flyer, Warbird will concentrate on defeating that person, so that he alone retains control of the airspace.

Campaign Use: See introductory text for general information. If you need to make Warbird more powerful, give him some more weapons — eye-beams, shoulder-mounted blasters, blades he can shoot from his wingtips, and so forth. To weaken him, get rid of most (or all) of his Martial Maneuvers, and/or decrease his Characteristics a little.

Appearance: Warbird wears a sleek suit of armor, not much bigger or bulkier than a bodysuit. Wings are mounted under his arms, and around both of his wrists are micro-rocket launchers. The suit's helmet covers his entire head. On his back there's a sleek power-pack. The armor's knee-length boots, "trunks," shoulders, and arms/gauntlets are navy blue; the rest of the armor is white.

Out of his battlesuit, Paul Avery is of average height (5'8"), with the slim, muscular build of an athlete. He's usually got a carefree, joking manner... unless someone challenges or insults him. Then he tends to become aggressive and rude.

WARCRY

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	3		Total: 18 PD (12 rPD)
10	ED	6		Total: 22 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
60	END	12		
35	STUN	5		Total Characteristics Cost: 112

Movement: Running: 9"/18"

Cost	Powers	END
87	<i>Sonic Implants:</i> Multipower, 87-point reserve	
9u	1) <i>Sonic Boom:</i> Energy Blast 10d6, Explosion (-1 DC/2"; +¾)	9
7u	2) <i>Focused Sonic Boom:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
4u	3) <i>Shattering Shout:</i> RKA 5d6; Only Versus Rigid Nonliving Objects (-1)	7
7u	4) <i>Sonic Liquification:</i> RKA 4d6, Reduced Endurance (½ END; +¼)	3
7u	5) <i>Vertigo Induction:</i> Drain DEX 3d6, Area Of Effect (6" Radius; +1¼), Personal Immunity (+¼)	7

WARCRY PLOT SEEDS

The PCs discover someone they *think* might be Warcry performing as a rock singer in some clubs in their home city. Will they act on their suspicions? What happens if they're right — is it part of a plot by the Warlord, or just Warcry moonlighting to bring himself yet more attention and money?

After reviewing a bunch of news broadcasts, Warcry realizes Howler's powers come from "Blueboy" technology, just like his own. With her amulet, he could be more powerful than ever! He starts to try to manipulate events to get the Warlord to capture her. Unfortunately, Howler's working for VIPER these days, and his actions inadvertently start a war between the two organizations. Can the PCs put a stop to the whole mess before a lot of innocents get hurt?

Warcry develops a "thing" for Black Diamond and decides he can impress her by committing a bunch of flashy crimes to steal gifts for her. Can the PCs stop his crime spree — particularly if he calls on his War Machine buddies to help him out? What will he do when Black Diamond tells him to go jump in a lake?

Martial Arts: Commando Training

	Maneuver	OCV	DCV	Notes	
3	Aikido Throw	+0	+1	3d6 + v/5, Target Falls	
4	Boxing Cross	+0	+2	5d6	
4	Choke	-2	+0	Grab One Limb, 2d6 NND (2)	
4	Escape	+0	+0	30 STR vs. Grabs	
4	Hold	-1	-1	Grab Three Limbs, 25 STR	
4	Judo Disarm	-1	+1	Disarm, 25 STR	
4	Karate "Chop"	-2	+0	HKA ½d6 (1d6+1 with STR)	
4	Kung Fu Block	+2	+2	Block, Abort	
24	<i>Bulletproof Costume: Armor</i> (12 PD/12 ED); OIF (-½)				0
8	<i>Sonic Tolerance: Hearing Group Flash Defense</i> (8 points)				0
6	<i>Fleet-Footed: Running +3</i> " (9" total)				1
3	<i>Nightsight Goggles: Ultraviolet Perception</i> (Sight Group); OIF (-½)				0
6	<i>Radio: Radio Perception/Transmission</i> (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)				0

Perks

4	Fringe Benefit: Membership: member of the War Machine
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Talents

3	Perfect Pitch
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Skills

6	+2 with Sonic Implants Multipower
1	AK: Europe 8-
2	KS: Military History 11-
2	KS: Superheroes 11-
2	KS: Supervillains 11-
3	Mimicry 12-
2	PS: Singing 11-
2	PS: Soldier 11-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-
3	Ventriloquism 12-

Total Powers & Skills Cost: 238

Total Cost: 350

200+ Disadvantages

5	Distinctive Features: unique Geiger counter and metal detector signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
10	Hunted: The Warlord 8- (Mo Pow, NCI, Watching)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Showoff; Loves To Use His Powers (Very Common, Strong)
15	Psychological Limitation: Loyal To The

Warlord (Common, Strong)

10	Psychological Limitation: Vengeful (Uncommon, Strong)
15	Reputation: superpowered soldier of the Warlord, 11- (Extreme)
15	Social Limitation: Secret Identity (Franklin "Frank" Robinson) (Frequently, Major)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Background/History: After being tossed out of the U.S. Army for numerous disciplinary infractions, Frank Robinson drifted into the shadowy world of the mercenary. He worked for several agencies in Europe and Africa, none of them particularly reputable, before finally being recruited by the Warlord's organization.

While in the Warlord's employ, Robinson was injured when some shrapnel from a commando's grenade struck him in the throat. Rather than live the rest of his life as a mute, Robinson agreed to an experimental procedure the Warlord said was available. What he didn't know was that the Warlord was simply using him as a guinea pig. At the Warlord's instruction, surgeons implanted fragments of Blueboy communication technology in Robinson's throat and brain. To the Warlord's surprise, the experiment worked — Robinson emerged from surgery not only with his voice restored, but amazing sonic superpowers to boot. Instead of having him quietly killed and the body disposed of, the Warlord made him a member of the War Machine, where he's served ever since.

Personality/Motivation: Warcry is a crude and petty individual who lives for life's simple pleasures — money, women, food, liquor, goofing off. He's as efficient as the next man in the Warlord's private army, but only because it gets him something he wants, not because he enjoys the discipline or considers it valuable in and of itself. He's a loudmouthed braggart, always trash-talking and putting others down, but he's more than willing to back up his boasts with action. If beaten or humiliated, he'll do whatever he must to get revenge on his enemy.

Quote: "Listen up! This is the Warcry that's takin' you down."

Powers/Tactics: Warcry possesses a small, but powerful, suite of sonic abilities that derive from the Hzeel technology implanted in his body. He can generate sonic blasts powerful enough to shred metal, liquify flesh, or shatter just about any solid object (he likes to use the latter power on superheroes' Foci). He lacks the greater degree of control displayed by the supervillainess Howler, whose powers come from a similar source, but has more raw power.

In combat, Warcry is up front and in-your-face, showing off his abilities and trying to earn "bragging rights" by bringing down the first enemy, or the most enemies. As a result he gets hurt a lot, but he's also gotten a lot of favorable attention from the Warlord due to his gung-ho attitude. On the

other hand, he sometimes uses his Vertigo Induction and Sonic Boom powers when his teammates are too close, which doesn't really endear him to them. He's not particularly well-liked by the rest of the War Machine, and may someday meet with an unfortunate "battlefield accident."

Campaign Use: See introductory text for general information. To make Warcry more powerful, expand the scope of his powers by adding more slots to his Multipower (see Howler, page 162, for some ideas along these lines). To weaken him, reduce his Multipower reserve to 75 or 60 Active Points.

Warcry's vengeful streak makes him the War Machine member most likely to defy orders and start Hunting a hero on his own. It's not likely to happen, but it is possible, especially if the same hero defeats him several times in a humiliating manner. If he becomes a Hunter, he won't be subtle about it; he'll follow the character until an opportune moment, then attack with everything he's got.

Appearance: Warcry is a six-foot-tall black man, muscular and fit. His "uniform" typically consists of Army green fatigue pants and a lighter green sleeveless shirt. Special goggles cover his eyes; his radio is also built into them. He keeps his head shaved bald.



WARHEAD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
				Total: 22 PD (12 rPD)
				Total: 20 ED (12 rED)
				Phases: 3, 5, 8, 10, 12
10	PD	6		
8	ED	4		
5	SPD	17		
8	REC	0		
40	END	0		
35	STUN	0		
Total Characteristics Cost: 119				

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
40	<i>Arty Is Your Friend:</i> Multipower, 60-point reserve; all OIF (battlesuit; -½)	
3u	1) <i>Rocket-Propelled Bomb I:</i> RKA 2½d6, Explosion (+½); OIF (-½), 8 Charges (-½) [8]	
3u	2) <i>Rocket-Propelled Bomb II:</i> RKA 2d6, Explosion (-1 DC/2"; +¾), +1 Increased STUN Multiplier (+¼); OIF (-½), 8 Charges (-½) [8]	
3u	3) <i>Mini-Bomb:</i> RKA 2d6, Area Of Effect (One Hex; +½), +2 Increased STUN Multiplier (+½); OIF (-½), 8 Charges (-½) [8]	
3u	4) <i>Tangle-Bomb:</i> Entangle 6d6, 6 DEF; OIF (-½), 8 Charges (-½) [8]	

3u	5) <i>Flash-Bomb:</i> Sight Group Flash 8d6, Explosion (+½); OIF (-½), 8 Charges (-½) [8]	
30	<i>Palm Blasters:</i> EB 12d6; OIF (-½), 8 Charges (-½) [8]	
<i>Martial Arts: Commando Training</i>		
	Maneuver	OCV DCV Notes
3	Aikido Throw	+0 +1 4d6 + v/5, Target Falls
4	Boxing Cross	+0 +2 6d6
4	Choke	-2 +0 Grab One Limb, 2d6 NND (2)
4	Escape	+0 +0 35 STR vs. Grabs
4	Hold	-1 -1 Grab Three Limbs, 30 STR
4	Judo Disarm	-1 +1 Disarm, 30 STR
4	Karate "Chop"	-2 +0 HKA ½d6 (1d6+1 with STR)
4	Kung Fu Block	+2 +2 Block, Abort
24	<i>Bulletproof Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
25	<i>Jetpack:</i> Flight 15"; Reduced Endurance (½ END; +¼); OIF (-½)	1
11	<i>Enhanced Flight Mode:</i> Flight +11"; OIF (-½), 8 Charges (-½) [8]	
3	<i>Nightsight Mask Lenses:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
6	<i>Mask Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0
6	<i>Good Eyes:</i> +3 PER with Sight Group	0

WARHEAD PLOT SEEDS

Warhead encounters a female PC and immediately forgets about Warpath. He starts coming on strong, even making passes and using double entendres in combat. He begins stalking her, causing all sorts of problems. How can the PC deal with the situation without starting a major conflict with the Warlord?

The Warlord decides to try to improve Warhead's weaponry, so he orders the War Machine to steal the equipment and explosives he needs to do the work. As the PCs try to stop the thefts, will Warbird do something to sabotage the mission so his rival doesn't become stronger than he is?

Warhead takes an office building hostage, claiming he's planted bombs throughout it that he can trigger instantly. He's demanding millions of dollars and a prototype experimental aircraft being designed by Ironwood Industries. Where are his teammates? Is he acting alone, or is this part of some larger scheme?

Perks

- 4 Fringe Benefit: Membership: member of the War Machine

Skills

- 12 +4 with Arty Is Your Friend Multipower
- 3 Combat Piloting 14-
2 KS: History Of Aviation 11-
2 KS: Military History 11-
2 KS: The Military/Mercenary/Terrorist World 11-
2 KS: Superheroes 11-
2 KS: Supervillains 11-
2 Navigation (Air) 12-
3 Stealth 14-
3 Tactics 12-
3 Teamwork 14-

Total Powers & Skills Cost: 231

Total Cost: 350

200+ Disadvantages

- 10 Hunted: The Warlord 8- (Mo Pow, NCI, Watching)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Womanizer (Common, Strong)
- 15 Psychological Limitation: Loyal To The Warlord (Common, Strong)
- 10 Psychological Limitation: Arrogant Jerk (Common, Moderate)
- 15 Reputation: superpowered soldier of the Warlord, 11- (Extreme)
- 10 Rivalry: Professional (with Warbird, Rival In Superior Position)
- 15 Social Limitation: Secret Identity (Arthur "Arty" Weist) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Background/History: Arthur "Arty" Weist's promising career as a Navy pilot was derailed when he was court-martialed on charges of sexual harassment and dishonorably discharged. The true charges were more severe — rape and assault — but the Navy didn't want the bad publicity, and neither did Weist. He'd been sexually harassing female officers for years anyway, so it's not like he wasn't guilty of that, too.

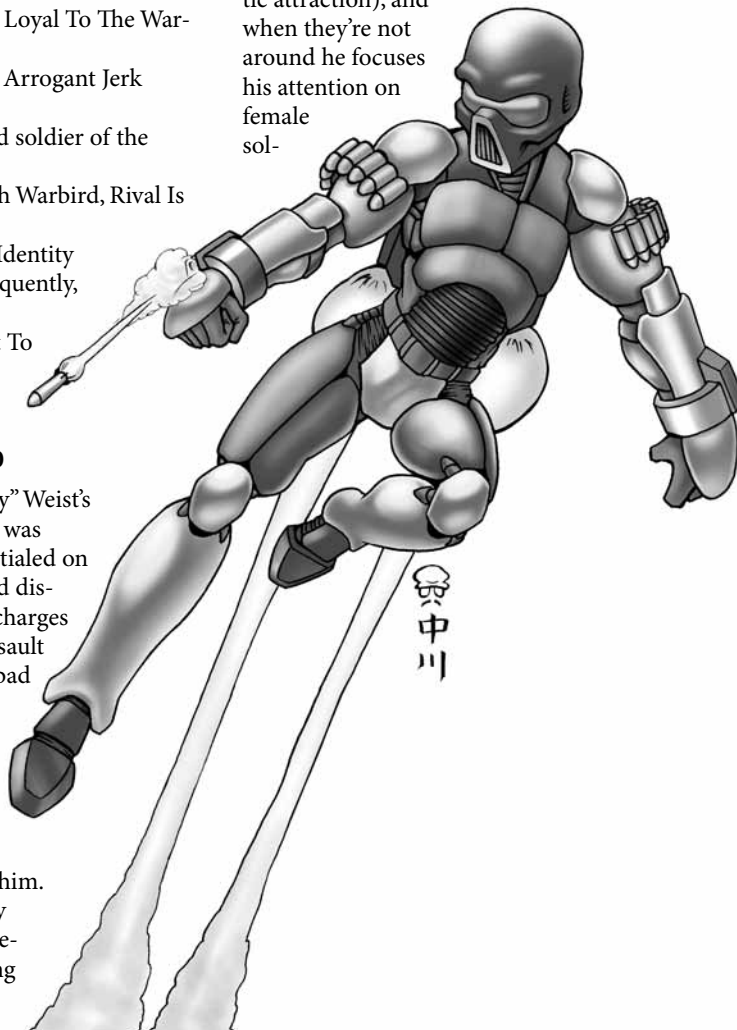
Weist tried civilian aviation for a while, but it just didn't suit him. Acting on a tip from an old Navy buddy, he signed up with a mercenary service, and was soon having the time of his life as a merc

pilot. It was the perfect combination of money and action. And when the Warlord recruited him for the Shadow Army with offers of even *more* money, he signed up right away.

After serving for a couple years as one of the Warlord's combat pilots, Weist was ordered to participate in a test of a new flying suit, one patterned after Warbird's but more heavily armed. Since he'd always been jealous of Warbird — flying under one's own power had to be a lot better than just piloting a plane — Weist jumped at the chance. The test went perfectly, and Weist proved quite adept not only at flying it, but using its weapons. The Warlord gave him the codename "Warhead" and assigned him to the War Machine, where he's served ever since.

Personality/Motivation: Warhead is a big, blustering, arrogant, know-it-all jerk. He loves to find other peoples' buttons and push them, goad people into getting themselves in trouble, demonstrate his own superiority, and otherwise make a general pain in the ass of himself. It's all a way of compensating for the inferiority he feels because he's so short, but his behavior doesn't exactly make him any friends.

Warpath and Warmonger like him even less than the men do, because he's also a notorious womanizer. He hits on them constantly (though not quite so crudely with Warpath, for whom he feels some genuine romantic attraction), and when they're not around he focuses his attention on female sol-



diers in the Shadow Army or the like. More than once he's almost compromised a mission by spending too much of his off-duty time skirtchasing.

Warhead has a strong rivalry going with Warbird. Not only does Warhead think (incorrectly) that he'd be a *much* better team leader than Warbird, but he sees Warbird as his chief obstacle to winning over Warpath. He never passes up an opportunity to challenge or snidely insult Warbird, and questions his authority at almost every turn.

Quote: "Hey, superfreak — catch!"

Powers/Tactics: Like Warbird, Warhead possesses a battlesuit equipped with flight technology (a jetpack, rather than powered wings) and missiles. However, Warhead's suit is less maneuverable but better armed. Warhead functions as the team's "artillery" and heavy combat specialist, using his expertise with explosives and bombs to take out multiple foes (against a particularly resilient opponent, he'll use his Mini-bombs in the hope of Stunning him). For times when lethal attacks aren't called for, he has tangle-bombs and flash-bombs, and also blasters built into the palms of his gauntlets (he sometimes uses the latter as a multiple-power attack with one of his Multipower slots).

Warhead tends to fight aggressively, but not stupidly. If his attacks aren't achieving the intended effect as-is, he'll maneuver in the hopes of getting a Surprise Move bonus, or try something else unusual (like blasting the side of a building to make the rubble fall on his opponent).

Campaign Use: See introductory text for general information. As you use the War Machine in your campaign, Warhead works best as a source of team friction the PCs can support. His constant goading of Warbird, and the unwelcome attentions he showers on the women, create weaknesses in the War Machine the PCs may be able to exploit. For example, it wouldn't take much to convince the rest of the team to turn Warhead over to the PCs in exchange for some other concession.

To make Warhead more powerful, give him more slots in his Multipower, or have his battlesuit provide bonuses to STR and other Characteristics. To reduce his effectiveness, cut the Active Points in his Multipower reserve, so that his weapons become weaker, and get rid of the Palm Blasters.

Appearance: Warhead wears a sleek suit of armor identical in most respects to Warbird's, with a few differences. First, the white parts become navy blue, and the navy blue parts become gold. Second, he has no wings, and instead of a powerpack has a jetpack on his back. Third, he has more rockets on the wrist-mounted rocket launchers he wears, and he also has a smaller rack of larger missiles around the outside of his upper arms.

Arty Weist is a short man (5'5" tall), but muscular and well-built for his size. He has curly dark hair and dark eyes, and usually dresses "sloppy casual."

WARMONGER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	

6	PD	3		Total: 18 PD (12 rPD)
8	ED	4		Total: 20 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	3		Total Characteristics Cost: 120

Movement: Running: 6"/12"

Cost	Powers	END
50	<i>Mental Domination:</i> Mind Control 8d6, Reduced Endurance (½ END; +¼)	2
22	<i>Anger Management:</i> Mind Control +6d6, Reduced Endurance (0 END; +½); Only To Control/Inflict Anger And The Desire To Do Violence (-1)	0
45	<i>Tortures Of The Mind:</i> Ego Attack 2d6, Continuous (+1), Reduced Endurance (½ END; +¼)	2
	<i>Martial Arts: Commando Training</i>	
	Maneuver OCV DCV Notes	
4	Boxing Cross +0 +2 5d6	
4	Choke -2 +0 Grab One Limb, 2d6 NND (2)	
4	Escape +0 +0 30 STR vs. Grabs	
4	Hold -1 -1 Grab Three Limbs, 25 STR	
4	Kung Fu Block +2 +2 Block, Abort	
24	<i>Bulletproof Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
3	<i>Nightsight Goggles:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
6	<i>Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks
4 Fringe Benefit: Membership: member of the War Machine

Talents
20 Danger Sense (self only, out of combat) 13-
15 Combat Sense 13-

Skills
2 KS: Asian History & Culture 11-
3 KS: Military History 13-
3 KS: Superheroes 13-
3 KS: Supervillains 13-
1 PS: Soldier 8-
3 Stealth 13-
3 Tactics 13-
3 Teamwork 13-

WARMONGER PLOT SEEDS

At the Warlord's behest, Warmonger visits the General Assembly of the United Nations and stirs up dissension among the delegates. Several small and bloody wars could break out unless the PCs figure out what's going on and put a stop to it.

Warmonger uses her powers to trigger a PC's Enraged/Berserk or Psychological Limitation, sending him on a destructive rampage. He "comes to" only to find himself Hunted by the police. Can he (and his teammates) clear his name and bring Warmonger to justice before the cops catch up to him?

The Warlord teams up with VIPER, which builds a cerebral enhancer that allows Warmonger's powers to affect an entire nation. Who should the Warlord target first...? — and can the PCs figure out what's going on and stop him?

Total Powers & Skills Cost: 230

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 10 Hunted: The Warlord 8- (Mo Pow, NCI, Watching)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Disdain For Others (Common, Strong)
- 15 Psychological Limitation: Loyal To The Warlord (Common, Strong)
- 10 Psychological Limitation: Coldhearted And Humorless (Common, Moderate)
- 15 Reputation: superpowered soldier of the Warlord, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Sandra Chiang) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Background/History: Growing up, Sandra Chiang couldn't understand why people were always so mad at her all the time. Her parents never seemed to stop yelling, all the kids at school hated her, teachers singled her out for verbal abuse. Wherever she went, disquiet — sometimes even violence — seemed to follow. Shunned and alone, she withdrew into herself, becoming defensive over the least little thing, and turning her secret sorrow into feelings of scorn for others.

It wasn't until she tried to join the U.S. Army that special tests revealed the cause: she was a mutant. For years, she'd subconsciously been using her powers, which allow her to enhance feelings of anger, rage, and violence in others, on people around her. The Army, seeking a new super-soldier or DIA agent, trained her to manifest her powers in full, and to control them. But by then it was too late — the haughty defensiveness and general dislike for humanity that comforted her during her teen years were too ingrained to change. Her personality problems were severe enough to get her into disciplinary trouble on several occasions, and eventually led to her discharge.

And that was what the Warlord had been waiting for. His contacts in the Department of Defense had told him about Chiang, and he decided she'd be perfect for his organization. Lacking any other alternative, she agreed, and soon found the supervillain lifestyle to her liking. As Warmonger, she was able to work out her own frustrations in combat, and in the more closely-knit world of the War Machine, she can find ways to get along. Though perhaps not truly happy, she's happier now than she's ever been before, and extremely loyal to the Warlord as a result.

Personality/Motivation: As described above, Warmonger is a coldhearted person who has little regard for others. She looks upon other people as her inferiors because she has mental powers. Anyone who laughs at this, or otherwise annoys her, will soon find himself suffering from a splitting headache (a subtle use of her Tortures Of The Mind power). She doesn't even get along particularly well with her teammates, keeping to herself as much as possible and responding to her orders curtly — but compared to how she gets along with other people, she's practically bosom buddies with the War Machine.

Quote: "Kinda makes you angry, doesn't it?"

Powers/Tactics: Warmonger is a mutant with limited mental powers. She can exert mental control over other people, but has the greatest success doing so when she's trying to inflict, alter, or enhance feelings of anger, rage, or the desire to do violence. (At the GM's option, any use of her Anger Management power which achieves at least an EGO + 10 Effect Roll, even if it otherwise fails to establish control, requires the victim to check for any Enrageds/Berserks he may have.) Additionally, she can cause mental pain, usually manifesting as terrible migraine headaches, with the pain getting worse and worse until she stops applying the power or the victim passes out.



As a combatant, Warmonger is weaker than her teammates, and she knows it. In most battles she tries to take cover and use her mental powers to support the rest of the War Machine. If the team has been issued some heavy weaponry, Warmonger's the person most likely to use it, since she doesn't have any weaponry of her own. She also helps the group a lot with her Danger Sense; the War Machine has come to rely on her predictions (since, after all, anything that threatens her probably poses a danger to them, too).

Campaign Use: See introductory text for general information. Warmonger represents a possible chink in the Warlord's armor. Though embittered and humorless due to the circumstances of her childhood, she's not really a hardened criminal. It's possible a PC could break through her shell of disdain and scorn and convert her to the cause of Justice — barely possible, but possible.

To make Warmonger more powerful, give her more mental powers (perhaps putting them in a Multipower with her basic Mind Control). Some Telepathy and maybe a few odd BOECV-based abilities would work pretty well, and a Mind Link would offer the War Machine a major tactical advantage. Alternately, you could give her some high-tech weaponry. To weaken her, remove her Ego Attack, or subject her Mental Domination power to the same Limitations as her Anger Management ability.

Appearance: Warmonger is a short, pretty Chinese woman with dark hair cut short. She usually wears dark blue fatigue-like pants, with a matching jacket over a tee-shirt. She has a nightsight goggles/radio device like Warcry's, but often keeps them in her pocket until she needs them instead of just wearing them all the time.



WARPATH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-/15- Sight
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
				Total: 22 PD (12 rPD)
				Total: 22 ED (12 rED)
				Phases: 3, 5, 8, 10, 12
10	PD	7		
10	ED	7		
5	SPD	15		
10	REC	8		
30	END	0		
45	STUN	19		
				Total Characteristic Cost: 143

Movement: Running: 12"/24"

Cost	Powers	END
30	<i>Bow and Arrows:</i> Multipower, 60-point reserve; all OAF (-1)	
1u	1) <i>Broadhead Arrow:</i> RKA 3d6; OAF (-1), 4 Charges (-1)	[4]
1u	2) <i>Chisel-Point Arrow:</i> RKA 2d6, Armor Piercing (+½); OAF (-1), 4 Charges (-1)	[4]
2u	3) <i>Taser Arrow:</i> Energy Blast 12d6; OAF (-1), STUN Only (-0), 4 Charges (-1)	[4]
2u	4) <i>Glue Arrow:</i> Entangle 4d6, 4 DEF, Sticky (+½); OAF (-1), 4 Charges (-1)	[4]
2u	5) <i>Flare Arrow:</i> Sight and Hearing Group Flash 11d6; OAF (-1), 4 Charges (-1)	[4]
2u	6) <i>Smoke Arrow:</i> Darkness to Sight Group 6" radius; OAF (-1), 4 Charges lasting one Turn each (removed by high winds or rain; -½)	[4cc]
2u	7) <i>Explosion Arrow:</i> Energy Blast 8d6, Explosion (+½); OAF (-1), 4 Charges (-1)	[4]
2u	8) <i>Knockout Gas Arrow:</i> Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4" Radius; +1); OAF (-1), 4 Charges (-1)	[4]
30	<i>Uncanny Accuracy:</i> Find Weakness with Bow and Arrows Multipower 13-	0
<i>Martial Arts: Commando Training</i>		
Maneuver OCV DCV Notes		
3	Aikido Throw +0 +1	3d6 + v/5, Target Falls
4	Boxing Cross +0 +2	5d6
4	Choke -2 +0	Grab One Limb, 2d6 NND (2)
4	Escape +0 +0	30 STR vs. Grabs
4	Hold -1 -1	Grab Three Limbs, 25 STR
4	Judo Disarm -1 +1	Disarm, 25 STR
4	Karate "Chop" -2 +0	HKA ½d6 (1d6+1 with STR)
4	Kung Fu Block +2 +2	Block, Abort
6	<i>Good Eyes:</i> +3 PER with Sight Group	0
24	<i>Bulletproof Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
12	<i>Fleet-Footed:</i> Running +6" (12" total)	1
3	<i>Nightsight Mask Lenses:</i> Ultraviolet	

WARPATH PLOT SEEDS

Warpath hears that a big corporation is about to start a construction project that will make the reservation she used to live on even smaller and more impoverished. Without checking into these rumors, she persuades the Warlord to let her and the War Machine attack the corporation. Are the stories true, and Warpath's actions perhaps even justified, or is she being manipulated somehow?

Warpath goes AWOL to participate in an archery competition in disguise. If possible, she gets into a rivalry with a PC who's also there to compete (or maybe strikes up some sort of impromptu romantic relationship with a PC who's just there to watch). But when the Warlord comes looking for her, and decides to destroy the competition and her "friends" to teach her a lesson, the PCs are called into action....

Warpath decides to seek out and kill everyone who ever beat her during an archery competition, and every competition judge who awarded someone higher marks than her. The PCs are called in to solve this series of strange murders.

- Perception (Sight Group); OIF (-½) 0
 6 *Mask Radio*: Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼) 0

Perks

- 4 Fringe Benefit: Membership: member of the War Machine

Talents

- 6 Lightning Reflexes: +4 DEX to act first with All Powers

Skills

- 15 +5 with Bow and Arrows Multipower
 2 KS: Amerind Myths & Legends 11-
 3 KS: Competition Archery 12-
 2 KS: Military History 11-
 1 KS: The Military/Mercenary/Terrorist World 8-
 2 KS: Superheroes 11-
 2 KS: Supervillains 11-
 2 PS: Bowyer 11-
 3 Stealth 14-
 3 Tactics 12-
 3 Teamwork 14-
 3 Tracking 12-

Total Powers & Skill Cost: 207

Total Cost: 350

200+ Disadvantages

- 10 Hunted: The Warlord 8- (Mo Pow, NCI, Watching)
 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
 20 Psychological Limitation: Must Be The Best; Won't Settle For Second Place (Very Common, Strong)
 15 Psychological Limitation: Loyal To The Warlord (Common, Strong)
 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
 15 Reputation: superpowered soldier of the Warlord, 11- (Extreme)
 15 Social Limitation: Secret Identity (Danica Two Bears) (Frequently, Major)
 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 350

Background/History: A full-blooded American Indian, Danica Two Bears grew up on a reservation, surrounded by poverty. She saw her once-proud people humbled and miserable, many of them ravaged by alcoholism and depression. In most people this would have inspired sympathy and compassion. With Danica, it just made her want to get out of there.

Her ticket off the reservation was competition archery. She was good with a bow and arrow, very good, and though there wasn't a lot of money to be made shooting arrows at targets, there was enough

to get by. She was doing well, and finally beginning to get over her general adolescent rage at the world, when she was falsely accused of cheating during an archery competition. That was all it took to push her over the edge.

She committed a couple of crimes, using her archery skills to give her an advantage, but her inexperience showed and she was soon captured. It was the Warlord who broke her out, seeing in her the perfect addition to his War Machine — after all, not all weapons have to involve gunpowder or energy beams. Grateful for the rescue, Danica (or Warpath, as the Warlord renamed her) has taken to the supercriminal lifestyle with gusto.

Personality/Motivation: Warpath's skills and abilities have made her overconfident and arrogant. She's convinced she can handle anything; it might take some time and a little tinkering in the Warlord's workshops, but she's got a way to defeat anything she comes across. Moreover, she can't stand to be bested or defeated; *she's* the best, and second place is for losers. Any hero who defeats her — particularly at archery — has probably just made himself an enemy for life.

Recently, both Warbird and Warhead have been making romantic overtures toward her. She doesn't have any particular feelings for either of them, but may decide to pick one or the other of them (probably Warbird) just to see what that does to their rivalry.

Quote: "Watch this, guys — one shot, right between the eyes."

Powers/Tactics: Warpath is a talented archer equipped with a high-tech bow and a quiverful of tricked-out arrows. In addition to standard broadheads and chisel-points, she's got arrows that explode, emit clouds of smoke, burst into wads of sticky glue to restrain the target, and so on. In combat she analyzes her targets carefully, picking the most important one and then firing at him with her Uncanny Accuracy (*i.e.*, after Finding Weakness). She prefers to fight from behind cover if possible, but is willing to get out in the open if necessary.

Campaign Use: See introductory text for general information. To make Warpath tougher, give her a few more Multipower slots (or increase the Active Points in the reserve of her current Multipower), and/or increase her defenses. To weaken her, get rid of her Uncanny Accuracy power.

Contrary to orders, Warpath might start to spend time Hunting a hero who has bested her, particularly if (a) the hero is also a weaponmaster (particularly an archer), or (b) he humiliated or insulted her in the process. As a Hunter, she will try to arrange a confrontation where she can beat *him* in front of a lot of witnesses and then kill him.

Appearance: Warpath is an Amerind woman with long, braided black hair, who carries a high-tech bow and a large quiver of high-tech arrows. She doesn't wear a mask or helmet, but does wear goggles with ear- and mouth-pieces allowing her to maintain radio contact with her teammates.

THE FLYING FORTRESS

Val	Char	Cost	Notes
100	STR	0	Lift 25 ktons; 20d6 [0]
28	BODY	0	
64"x32"	Size	90	Mass 25 ktons; -18 KB; -12 DCV
12	DEF	30	
10	DEX	0	OCV: 3/DCV: 3
3	SPD	10	Phases: 4, 8, 12
Total Characteristic Cost: 130			

Movement: Ground: 0"/0"
Flight: 10"/1,250"

Abilities & Equipment

Cost	Power	END
-12	No Ground Movement: Running -6"	
35	Generator: Endurance Reserve (300 END, 40 REC); OIF Bulky (-1)	0
25	Internal Security: Security Systems 20-	0
50	Levitor Engines: Flight 10", x125 Noncombat	0
12	Stealth Technology: Invisible To Radio Group, Reduced Endurance (0 END; +½); Radar Only (-¼)	0
30	Cloud Generator: Sight Group Images, -5 to PER Rolls, Increased Size (64" Radius; +1½), Reduced Endurance (0 END; +½); Set Effect (cloud cover around self; -1), No Range (-½)	0
60	Weapons Pod: Energy Blast 12d6, 4 clips of 125 Charges each (+1); OIF Bulky (-1) [125]	
20	Weapons Pods: 15 more Blasters, as above, spaced equidistantly around the ship's hull [125]	
30	Internal Neural Tranquilizer: Energy Blast 6d6, NND (defense is having a neural system markedly different from humans' or wearing a Shadow Army ID badge; +1); OIF Bulky (located on bridge; -1), 16 Charges (-0) [16]	
20	Internal Neural Tranquilizer: 15 more Tranquilizers, located at strategic points throughout the ship [16]	
11	Sealed Environment: Life Support (Self-Contained Breathing, Safe Environments: Low Pressure/Vacuum, Intense Heat, Intense Cold); Costs Endurance (-½) 2	
5	Polarized Exterior Windows: Sight Group Flash Defense (10 points); Only Protects Versus Exterior Flashes Against Interior Personnel (-1) 0	
6	Communications System: HRRP; OIF Bulky (-1) 0	
19	Radar Array: Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+14 versus Range Modifier); OIF Bulky (-1) 0	
37	Sensors: Clairsentience (Sight and Hearing Groups), 32x Range (4,800"), Reduced Endurance (0 END; +½); OAF Bulky (cameras and monitor station; -1½) plus Infrared Perception (Sight Group); OAF Bulky (same; -1½), Linked (to Clairsentience; -½) plus Ultraviolet Perception (Sight Group); OAF Bulky (same; -1½), Linked (-½) 0	

15	Danger Room: DEF +14; Partial Coverage (200 hexes; -1¾) 0
12	Cell Block: DEF +8, Cannot Be Escaped With Teleportation (x2; +½); Partial Coverage (15 hexes; -2) 0
23	Weapons Laboratories: Weaponsmith (all categories) 16-
17	Electronics Laboratory: Electronics 16-

Total Abilities & Equipment Cost: 415
Total Vehicle Cost: 545

Total Disadvantage Points: 0
Total Cost: 545/5 = 109

FLYING FORTRESS COMPUTER

Val	Char	Cost	Roll	Notes
23	INT	13	14-	PER Roll 14-
12	EGO	4	11-	ECV: 4
15	DEX	15	12-	OCV: 5/DCV: 5
3	SPD	5		Total Characteristic Cost: 37

Cost Skills

3	Cryptography 14-
5	AK: Earth 16-
2	KS: Archived Recent News 11-
4	KS: Current News 15-
3	KS: Military History 14-
4	KS: Movies Database 15-
3	KS: Music Database 14-
3	KS: Superheroes 14-
4	KS: Supervillains 15-
2	KS: World Celebrities/Politicians 11-
2	KS: World History 11-
2	KS: World Politics 11-
2	Navigation (Air) 14-
4	PS: Communications Coordinator 15-
2	PS: Game-Player 11-
3	Systems Operation 14-
9	Weaponsmith (all categories) 14-

Programs

1	Monitor Camera System, Report Anomalies
1	Monitor Communications System, Report Anomalies
1	Monitor Radar System, Report Anomalies
1	Plot Distance, Travel Times Between Specified Locations
3	Run Programmed Training Facility Simulation (Up to 3 Resident In Memory)
1	Scan and Enter Data
1	Search Reference Material For Information On A Topic
1	Send Emergency Call to Team Members If Specified Protocols Are Not Met

Talents

3	Clock: Absolute Time Sense
5	Memory: Eidetic Memory
3	Calculator: Lightning Calculator
4	Scanner: Speed Reading (x10)

Total Abilities Cost: 82
Total Computer Cost: 119

Total Disadvantage Points: 0**Total Cost: 119/5 = 24**

Description: The Flying Fortress is the Warlord's massive mobile base, built partly with Blueboy (Hzeel) technology but mostly with good old-fashioned Earth tech. Able to fly or hover in any part of the atmosphere, it comes equipped with stealth technology (to hide it from radar) and cloud generators (so that it looks, to the unaided eye, like an ordinary bank of clouds). It's well-armed, with both exterior and interior weaponry and elaborate security systems. Its interior features include living quarters (ranging from the luxurious to bunkrooms for the Shadow Army), eating and recreation facilities (including a "danger room" for the War Machine and soldiers to conduct mock combat exercises in), a holo-table on which the Warlord plays elaborate wargames, hangars containing smaller flying vessels (not detailed here), and advanced communications equipment.

SHADOW ARMY SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	1		Total: 10 PD (6 rPD)
4	ED	1		Total: 10 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
30	STUN	3		Total Characteristics Cost: 47

Movement: Running: 6"/12"**Cost Powers END**

27	<i>Warlord Assault Rifle:</i> Multipower, 45-point reserve, 48 Charges for entire reserve (+½); all OAF (-1), Real Weapon (-¼), Beam (-¼) [48]	
1u	1) <i>Single-Shot Setting:</i> RKA 2d6; OAF (-1), Real Weapon (-¼), Beam (-¼)	
2u	2) <i>Automatic Fire Setting:</i> RKA 2d6, Autofire (5 shots, +½); OAF (-1), Real Weapon (-¼), Beam (-¼)	
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
9	<i>Sidearm:</i> RKA 1d6+1, +1 Increased STUN Multiplier (+¼); OAF (-1), Real Weapon (-¼), Beam (-¼), 12 Charges (-¼) [12]	
12	<i>Combat Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), Real Weapon (-¼) plus Ranged (+½) for HKA 1d6; OAF (-1), 1 Recoverable Charge (-1¼), Range Based On STR (-¼), Lockout (cannot use HKA until Charge is recovered; -½)	0

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes	
4	Boxing Cross	+0	+2	5d6
4	Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4	Escape	+0	+0	30 STR vs. Grabs
4	Hold	-1	-1	Grab Three Limbs, 25 STR
4	Kung Fu Block	+2	+2	Block, Abort
9	<i>Combat Body Armor:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 14- (-½)			0
4	<i>Radio Headset:</i> Radio Perception/Transmission (Radio Group); OAF (-1); Affected As Hearing Group As Well As Radio Group (-¼)			0

Perks

1	Fringe Benefit: Membership (Private in the Shadow Army)
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Skills

6	+2 with Firearms
1	KS: Military History 8-
2	KS: The Military/Mercenary/Terrorist World 11-
2	PS: Soldier 11-
3	Stealth 12-
3	Streetwise 12-
3	Tactics 11-
8	WF: Small Arms, Blades, 5 more points' worth of GM's choice
9	Choose three of the following: Bugging, Combat Driving, Combat Piloting, Computer Programming, Concealment, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Shadowing, Systems Operation, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level

Total Powers & Skills Cost: 128**Total Cost: 175****50+ Disadvantages**

5	Distinctive Features: Shadow Army uniform (Easily Concealed; Noticed And Recognizable)
10	Hunted: Warlord 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Violent And Ruthless (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
75	Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 175

Description: This character sheet represents a typical soldier — a private — in the Shadow Army, the Warlord's personal fighting force. Shadow Army personnel wear battleship grey uniforms and berets (or helmets in the field); each one carries an advanced assault rifle, a semi-automatic pistol as a sidearm, and a combat knife. Rank insignia are on the outer upper arm in red.



TEAM VILLAINS

The second part of *Conquerors, Killers, And Crooks* describes five *villain teams* — supercriminals who, like the PCs, have chosen to band together for support and assistance. As a group, a team can accomplish much more than any one member could by himself, and thus supervillain teams often pose as great or greater a threat than master villains.

The villain teams described here are:

The Crowns of Krim

Eurostar

GRAB

PSI

The Ultimates

THE CROWNS OF KRIM



CROWNS OF KRIM SCENARIO SEEDS

Hoping to summon a host of demons to this plane to help their plans of conquest, the Crowns commit a series of horrible crimes around Millennium City to create a vast pentagram. Unless the PCs can stop them, they'll be faced not only with six powerful mystic villains, but an army of demons to boot.

After an announcement by Millennium City University archaeologists of the discovery of a strange new Mesoamerican village in Mexico, the Crowns of Krim team with DEMON to take over the dig site, kill all the archaeologists, and take whatever they can find — obviously they know or suspect something the archaeologists haven't yet discovered. The PCs have to get to the dig site in time to stop them from acquiring any artifacts of mystic power.

The Crowns begin a war with the forces of Takofanes for reasons the heroes aren't aware of. But what they *are* aware of is that the fighting is causing tremendous destruction and loss of life, so they've got to find a way to stop it.

Membership: Dark Seraph, Bloodstone, Eclipse, Force, Phoenix, Temblor

Background/History: Tens of thousands of years in the past, so long ago no one knows exactly when, the demon-god Krim forged six crowns of terrible power. Suffused with dark arcane energies, the crowns would grant those who wore them awesome magical abilities — but would also corrupt their souls. Every time some weakling human put on one of the crowns, Krim laughed, knowing that destruction and misery were soon to follow.

During the Turakian Age, Kal-Turak the Ravager of Men used potent sorceries to locate each of the crowns and take control of them, but he was not so foolish as to wear any of them himself. Rather, he gave them to certain of his servants, first using spells to weaken the crowns' power so that none of the wearers could challenge his rule. The men of the Turakian Age claimed the Dragon Crown the Ravager wore was also forged by Krim at Kal-Turak's behest, and allowed him to control the other crowns, though Kal-Turak said naught of the matter.

When the Turakians at last overthrew Takofanes (the arch-lich whom Kal-Turak had become), the six crowns were lost, some hoped forever. But such was not to be. From time to time during the Valdorian Age that followed, one crown or the other would surface, usually on the head of some sorcerer seeking ever-greater power, only to be lost again when that person inevitably fell into darkness and death.

After the Cataclysm that overthrew Atlantis and changed the world, the crowns were lost again, this time for many millennia. As the power of magic waned in the world, the crowns became quiescent, slumbering in their resting places. But in the twentieth century, as magic once again rose in the world (albeit in different ways than ever before), the crowns re-awakened, and their darkling energies called out

to men of great malice, as they sought new masters.

The first and greatest of the crowns, the Iron Crown, attracted the attention of one of the most wicked men in the world, the British occultist Sir Dennis of South Mallon. In 1978, Sir Dennis sacrificed a dozen people to Krim to obtain the Iron Crown, and in the process was transformed into the terrifying Dark Seraph. For many years Dark Seraph threatened the world on his own, occasionally team-

ing up with DEMON or other mystically-powered villains. Then, in 1985, he sensed the awakening of another crown — the Shadow Crown, which grants the wearer powers of darkness as black as Krim's heart. A young American researcher named Paul Hundley had found the Shadow Crown and placed it upon his head, willingly selling his soul for the power he was offered. Using the powers of the Iron Crown, Dark Seraph called Hundley to him.

Dark Seraph now knew it was only a matter of time, and so waited with brooding patience for the other crowns to emerge. The Golden Crown, with its awesome psychokinetic powers, appeared next, on the brow of Donald Jamison, a drifter who stole what he thought was a tiara from a jewelry store. Then came the Blood Crown, unearthed by archaeologist Nestor Castillo in a long-lost Aztec temple not far from Mexico City. The Shining Crown, summoned by Greg Shackelford in much the same way that Sir Dennis obtained the Iron Crown, and the Stone Crown, found in a weird cave formation in northern Mexico by geologist Miguel Cordova, soon followed.

One by one, as the crowns were claimed and worn, Dark Seraph knew of it, and called the wearers to him. By 1993, the Crowns of Krim was complete — and the world has lived in terror of them ever since.

Group Relations: Despite the fact that each of them is evil, and many of them have sold their souls for ever-greater power, the Crowns of Krim work well together. The crowns themselves all "owe allegiance" to the Iron Crown, giving Dark Seraph the power to command them and their wearers and thus elimi-



nate treachery or dissent. (Though even the Iron Crown is subject, at least at times, to the Dragon Crown of Takofanes; see *Champions Universe*, page 102, and page 31 of this book.) Dark Seraph rules the Crowns with an iron fist; those who dispute or question his commands suffer harsh punishments.

The Crowns have worked with DEMON and the Circle of the Scarlet Moon in the past, but not on a regular basis. They are implacably opposed to Takofanes. Other groups and villains they generally ignore, but an alliance might be possible under the right circumstances.

Tactics: The Crowns of Krim have never bothered to come up with elaborate tactics or battle maneuvers; they simply use their great power to strike down their foes. Each member fights in his own preferred way (see individual character sheets), though each of them shouts out “code words” in an ancient Turakian tongue when he’s about to use an attack that affects a large area (such as Dark Seraph’s power of Invoked Lightning).

Campaign Use: Many experts rank the Crowns of Krim as the most powerful occult group threatening the world today, putting it ahead of even DEMON due to its members’ vast power and diabolic natures. Though Takofanes the Undying Lord is himself significantly more powerful than any one of the Crowns, as a group the Crowns can perform coordinated assaults on targets, making them equally as dangerous, if not moreso, than the Archlich in battle.

The six crowns themselves are Obvious Inaccessible Foci (though they do grant their wearers some powers that do not require them to be worn). They’re quite obvious when worn, but cannot easily be removed from the wearer. (In their civilian identities, if they maintain them, the Crowns hide their crowns with minor spells of concealment or the like.) If taken from its wearer, and not quickly claimed and worn by some other person, a crown will subtly call out to its owner, leading him to it until it rests atop his brow once more. Because it’s almost impossible to keep one of the Crowns from transforming — it requires certain rare and potent spells — they do not take the *Only In Heroic Identity* Limitation on their Characteristics or many of their powers. However, the GM is certainly free to deny them those abilities in mundane situations, according to common sense and dramatic sense, if he feels it would be appropriate.

The Crowns typically commit crimes with an occult theme — they attempt to steal magical items they can use, strike back against the Trismegistus Council and their other enemies in the Mystic World, work powerful summoning-spells to bring arch-devils to this world, and so forth. Mundane crimes are beneath them. Dark Seraph’s ultimate goal is rulership of the world, but he’s willing to work toward it slowly.

Similarly, the Crowns are most likely to start Hunting a hero who has occult powers, particularly if you can work out a way for them to somehow “tap” the hero’s arcane energies to increase their own abilities. But given their demonic natures, they could end up Hunting just about anyone, if angered enough.

Crowning Glory

‘Make no mistake, brothers — Dark Seraph is the mightiest demonic entity residing permanently on this plane of reality, and for one reason: the Iron Crown. Of all the artifacts we have encountered, only the Basilisk Orb rivals its power. If we could obtain both the Crown and the Orb, no one could stop DEMON! But to take it, we would have to slay the Midnight Angel, and with the other Crowns to back him, we may lack the strength to do that ... for now.’



— Speech by a Morbane of DEMON, overheard by the crimefighter Nightwind

Initially, they’ll pursue their quarry in brutal fashion, with destructive surprise attacks; if that doesn’t work, they’ll gradually shift to more clever, devious tactics.

Krim and his workings offers a clever GM many ways to use Dark Seraph and his minions in the campaign. How great is the Dragon Crown’s control over the six lesser crowns (and what will Takofanes do with that power, assuming Dark Seraph can’t find a way to break it)? Are there perhaps more crowns, waiting to be found? Did Krim craft any other enchanted items, which could fall into the hands of the petty and wicked men of the world? Might the demon-god himself somehow manifest on this world, ravaging it with horror and chaos?

If the Crowns are too weak a group to stand up to your PCs, start boosting their individual power levels until they can challenge the heroes, but always keep Dark Seraph markedly more powerful than the others. As a last resort, you might create a new crown or two and add to the group’s roster. To weaken the group, leave one or two of the crowns yet unfound, and their wearers thus still normal people. When the time comes, you can add new members easily.

DARK SERAPH

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
				Total: 35 PD (35 rPD)
35	PD	26		Total: 35 ED (35 rED)
35	ED	30		Phases: 2, 4, 6, 8, 10, 12
6	SPD	27		
20	REC	12		
50	END	0		
70	STUN	19		Total Characteristic Cost: 280

Movement: Running: 6”/12”
Flight: 20”/40”

DARK SERAPH PLOT SEEDS

Seeking even greater power, Dark Seraph plans to steal the Agonistes Ring, an evil magical artifact, from DEMON. To penetrate DEMON's defenses, and if possible conceal his involvement, he decides to play the PCs off against DEMON, and then slip in during the resulting chaos to claim the Ring for his own. Can the PCs figure out what's going on in time to stop him — and how will DEMON react to being tricked?

Dark Seraph believes the time has come to summon Krim to Earth. Naturally, this requires a powerful black magic ritual, for which he needs certain materials and tools. He embarks on a crime spree, sometimes aided by the Crowns, to obtain what he needs and prepare the world for the demon-god's coming.

Dark Seraph teams with Black Paladin to conquer and hold part of Western France. What do they want with that region? The PCs have to find out what their motives are in time to confront and stop them.

Cost	Powers	END
77	<i>Black Magic</i> : Multipower, 135-point powers, all OIF (Iron Crown; -½; Activation Roll 15- (-¼)	
6u	1) <i>Invoked Lightning</i> : Energy Blast 18d6, Explosion (+½); OIF (-½), Extra Time (Full Phase; -½), Activation Roll 15- (-¼)	13
8u	2) <i>Arcane Blast</i> : Energy Blast 18d6, Reduced Endurance (0 END; +½); OIF (-½), Activation Roll 15- (-¼)	0
7u	3) <i>Reflected Heart</i> : Darkness to Sight Group 8" radius, Reduced Endurance (0 END; +½); OIF (-½), Activation Roll 15- (-¼)	0
8u	4) <i>Agony Infliction</i> : Ego Attack 9d6, Reduced Endurance (0 END; +½); OIF (-½), Activation Roll 15- (-¼)	0
5u	5) <i>Ravaging The Soul</i> : Drain BODY 6d6, Ranged (+½), Reduced Endurance (0 END; +½); OIF (-½), Only Works On Beings With Souls (-½), Activation Roll 15- (-¼)	0
34	<i>Opening The Portals Of The Mind</i> : Telepathy 12d6; OIF (-½), Activation Roll 15- (-¼)	6
29	<i>Ascension Of The Ætheric Form</i> : Desolidification (affected by magic attacks), Reduced Endurance (½ END; +¼); OIF (-½), Activation Roll 15- (-¼)	2
35	<i>Demonic Toughness</i> : Damage Resistance (35 PD/35 ED)	0
60	<i>Demonic Toughness</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>Demonic Body</i> : Lack of Weakness (-5) for Normal Defenses	0
10	<i>Demonic Body</i> : Power Defense (10 points)	0
10	<i>Demon's Eyes</i> : Sight Group Flash Defense (10 points)	0
45	<i>Demonic Form</i> : Life Support: Total	0
40	<i>Dark Wings</i> : Flight 20", Reduced Endurance (0 END; +½); Restrainable (-½)	0
5	<i>Demon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Demon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
27	<i>Demon-Sense</i> : Detect Living Souls 13- (no Sense Group), Sense, Range, Targeting	0

Perks

6	Contact: black magic covens 11-
2	Fringe Benefit: Knight
8	Money: Wealthy

Talents

30	Danger Sense (immediate vicinity, any danger) 13-
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Skills

20	+2 Overall
12	+4 with Black Magic Multipower
3	Conversation 15-
2	Cryptography 13-; Translation Only (-½)
3	High Society 15-
6	KS: Arcane & Occult Lore 16-
2	KS: British Peerage 11-
3	KS: Demonology 13-
2	KS: Fine Wine & Food 11-

3	KS: History 13-
3	KS: The Mystic World 13-
2	KS: The Superhuman World 11-
2	Language: French (fluent conversation; English is native)
2	Language: Latin (fluent conversation)
2	PS: Play Polo 11-
3	Riding 14-
3	Stealth 14-
1	TF: Snow Skiing

Total Powers & Skill Cost: 536

Total Cost: 816

200+ Disadvantages

15	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear]; Detectable Only With Unusual Senses)
25	Enraged: if attacked (Very Common), go 11-, recover 11-
25	Enraged: Berserk if takes BODY (Uncommon), go 11-, recover 11-
25	Hunted: Champions 11- (As Pow, NCI, Capture)
10	Hunted: Trismegistus Council 8- (Less Pow, Capture)
20	Psychological Limitation: Revels In Destruction, Death, Mayhem, And Corruption (Common, Total)
20	Psychological Limitation: Determined To Rule The World And Grind All Mortals Beneath His Mighty Heel (Very Common, Strong)
15	Reputation: powerful demonic supervillain, 11- (Extreme)
15	Social Limitation: Public Identity (Sir Dennis of South Mallon) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
10	Vulnerability: 2 x STUN from Holy attacks (Uncommon)
406	Experience Points

Total Disadvantage Points: 816

Background/History: Bored, bored, bored. Dennis Walthingham, baronet of South Mallon, couldn't believe how bored he was. Ever since his father died and the title passed to him, he'd been living the life of the idle rich — not that he'd exactly been a productive member of society before then. But one can only attend so many parties, social functions, and sporting events before they blur together into one boring canvas. Then, one day, his friend and sometime lover Barbara Preston-Fredericks mentioned a "cult" she'd been dabbling with, just for thrills. "They're into all this black magic stuff, Dennis; you'd love it. Like nothing you've ever seen before." Though skeptical, Dennis decided to accompany her to the cult's next meeting; at least it was something different to do.

That night changed Dennis's life forever. The group was more than just a "cult" — it was a genuine coven, practicing genuine black magic, and Dennis was fascinated. Not only did the idea of knowing

what others did not know, and wielding powers ordinary people could never possess, intrigue him, but the sheer wickedness of it spoke to his selfish, petty heart. He plunged into the study of the occult with a will, spending a fortune on ancient grimoires and mystical appurtenances. His natural talent for the Arts Arcane was evident; before long he was the most knowledgeable member of the coven, and its leader, though he'd been a member for less time than anyone else. Many a night he felt the warm blood of a black cat seeping between his fingers as he performed sacrifices with the coven, and more than a few of his enemies found themselves suffering under horrible curses.

In 1978, Dennis began to feel strange stirrings, as if something were calling to him, summoning him to his destiny. A spell came, unbidden, to his mind, and he brought the coven together to perform it. When the ritual was done, there appeared before him on the sacrifice-stone a Crown of Iron, seething with dark power. But Dennis could sense he still lacked the power to claim it for his own — all the sacrifices performed that night were not yet enough. So, as a terrible thunder rolled and lightning split the sky, Dennis turned on his coven. While his erstwhile friends stood paralyzed with fear, he sacrificed each of them, one by one, to the demon-god Krim in exchange for the power of the Iron Crown — and he offered up his soul to Krim as well. As the blood of a dozen men and women pooled around Dennis's feet, Krim heard him, and accepted. Dennis reached out and took the Crown, and without hesitation placed it upon his head. When next lightning lit the ring of stones, he saw his reflection in the pool of blood — the demonic visage, the black wings, the awesomely powerful Crown — and laughed with savage delight.

Personality/Motivation: Dark Seraph is thoroughly and utterly evil. He no longer even possesses a human soul, having sold his to Krim for occult power. He wants nothing more than to spread mayhem, chaos, death, destruction, pain, suffering, and torment throughout the world, and to rule all mankind from a dark throne in Krim's name. There is no act so vile or wicked Dark Seraph will not perform it; in fact, the eviler the act, the better he likes it.

Quote: “You heroes, who think you have seen darkness before: look upon me and know what true Darkness is... and know, too, that it is your doom.”

Powers/Tactics: Dark Seraph possesses horrifying powers of dark magic as a result of wearing the Iron Crown and selling his soul to the demon-god Krim. Some of his powers, including his black magic spells, depend on the Crown itself, while others are innate. His powers do not take the *Only In Heroic Identity* Limitation for two reasons. First, though he maintains his identity as Sir Dennis of South Mallon (mainly to mingle, in non-threatening form, with dissipated dilettantes and mystic cultists who seek his presence as a way of currying favor or spicing up their jaded lives), he rarely uses it, preferring his Dark Seraph form. Second, save for certain rare and potent spells, there is no way to keep him from transforming into Dark Seraph (*i.e.*, activating his powers) whenever he chooses. In his Sir Dennis form, he

keeps the Iron Crown on, but hides it with a minor spell of concealment. (To a greater or lesser extent, all of this applies to the other five Crowns as well.)

Dark Seraph's black magic grants him numerous powers, from the ability to call down deadly bolts of lightning and project blasts of pure sorcerous energy, to tearing men's souls from their bodies and rendering himself intangible. Other powers, including his enormous strength, wings, and general toughness, result from his quasi-demonic form. He prefers to open battle with Invoked Lightning, in the hopes of destroying or incapacitating as many foes as he can right away, and then switches to whatever individual attacks are appropriate for specific enemies. He rarely Dodges or does anything else to avoid enemy assaults, preferring to demonstrate his power by simply soaking up blows and remaining unaffected.

Campaign Use: See introductory text for general information. Dark Seraph represents the sort of unabashedly evil villain most players love to encounter. There's no moral ambiguity here, no question of what Dark Seraph stands for or will do — he's unquenchably evil, a force of great power for all true heroes to oppose even to their dying breath. Few things could be more satisfying to a PC than dealing Dark Seraph (and his minions) a thorough defeat.

Dark Seraph and the Crowns of Krim are powerful enough to threaten the world, though not quite powerful enough or organized enough to fall into the “master villain” category. He makes a good second-tier master villain, one suitable for more inexperienced hero teams to tackle. But he's still powerful enough to take on most hero teams, even without the Crowns to back him up.

If you want to make Dark Seraph more powerful (perhaps temporarily, as part of a story arc), replace his Multipower with a large Variable Power Pool, and give him a *Magic Skill* to go with it. That way he has both power *and* flexibility. If you need to weaken him, reduce several of his Characteristics (including STR to 30, defenses to 25, and SPD to 5), and cut his Multipower down to a 90 Active Point reserve. You might also want to reduce or get rid of his Damage Reduction.

Dark Seraph won't hesitate to Hunt superheroes who frustrate his plans, defeat him, or otherwise attract his attention. He particularly likes to bedevil heroes whose powers result from holy sources, or who are regarded as moral role models. Even better than defeating them in battle is to use his powers and resources to tempt them and cause their downfall.

Appearance: As befits his name, Dark Seraph resembles a fallen, demonic angel. His hairless skin is a revolting shade of grey, and the wings sprouting from his shoulder blades are jet black. Besides the Iron Crown which adorns his head, he wears nothing more than a pair of boots and an elaborate breechcloth. He reeks of evil so palpable that his mere presence causes people to run screaming in terror.

BLOODSTONE PLOT SEEDS

Bloodstone finally sells his soul to Krim. Not only does this boost his power generally (add about +50 Character Points' worth of abilities), but Krim decides to give him a "birthday present" and doubles the effectiveness of his Bloodworking powers! Berserk with power, Bloodstone goes on a rampage, sating his lust for violence by killing anyone he can find. The PCs have to stop him — hopefully before attracting the attention of the rest of the Crowns.

Bloodstone discovers that his powers give him the ability to command vampires (add a Multipower slot, Mind Control 12d6, Only Works On Vampires (-1)). With the Crowns' help, he rounds up a bunch of the bloodsuckers and unleashes on the city just for the fun of seeing what will happen. The heroes have to stop the vampires and then track them back to their source and put a stop to Bloodstone's party.

The Circle of the Scarlet Moon decides Bloodstone would make the ideal blood sacrifice for one of its rituals — with the power of his blood behind it, the spell can't help but succeed. It initiates an elaborate plot to draw him to Millennium City, capture him, and sacrifice him. The PCs have to uncover the scheme and prevent the Circle from obtaining so much power.

BLOODSTONE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
20	PD	15		Total: 20 PD (20 rPD)
16	ED	11		Total: 16 ED (16 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	0		
46	END	0		
40	STUN	0		
Total Characteristics Cost: 175				

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
50	<i>Bloodworking</i> : Multipower, 75-point reserve; all OIF (Blood Crown; -½)	
3u	1) <i>Bloodlash</i> : Energy Blast 12d6, Reduced Endurance (½ END; +¼); OIF (-½), Limited Range (5"; -¼), Side Effect (Bloodstone automatically takes 1 BODY damage the first time he activates this power in a scene; -½)	3
3u	2) <i>Weeping Blood</i> : RKA 1d6, NND (defense is Power Defense or not having blood; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); OIF (-½), Cannot Use Targeting (-½), No Knockback (-¼)	0
3u	3) <i>Boiling Blood</i> : RKA 1½d6, NND (defense is Power Defense or not having blood; +1), Does BODY (+1); OIF (-½), Cannot Use Targeting (-½), No Knockback (-¼)	7
4u	4) <i>Corruption Of The Blood</i> : Entangle 5d6, 5 DEF, Takes No Damage From Attacks (+½); OIF (-½), Cannot Form Barriers (-¼)	7
18	<i>Demonic Toughness</i> : Damage Resistance (20 PD/16 ED)	0
30	<i>Demonic Toughness</i> : Physical and Energy Damage Reduction, Resistant, 25%	0
5	<i>Demonic Body</i> : Power Defense (5 points)	0
30	<i>Dark Wings</i> : Flight 15"; Reduced Endurance (0 END; +½); Restrained (-½)	0
5	<i>Demon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Demon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
15	<i>Smell Blood</i> : Detect Blood 13- (Smell/Taste Sense Group), Sense, Targeting	0

Skills

9	+3 with Bloodworking Multipower
2	AK: Mexico 11-
2	AK: National University Of Mexico 11-
2	KS: The Archaeological World 11-
3	KS: Arcane & Occult Lore 13-
3	KS: History 13-
3	KS: Mesoamerican Civilizations 13-

2	KS: Roman Catholic Theology 11-
2	Language: English (fluent conversation; Spanish is native)
1	Language: Nahuatl (basic conversation)
1	Language: Quiche (basic conversation)
3	PS: Archaeologist 13-
2	PS: Professor 11-
3	SS: Archaeology 13-
1	Riding 8-
3	Stealth 14-

Total Powers & Skills Cost: 213

Total Cost: 388

200+ Disadvantages

15	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear]; Detectable Only With Unusual Senses)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council 8- (As Pow, Capture)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Psychological Limitation: Enjoys Taunting And Torturing Foes (Very Common, Moderate)
15	Social Limitation: Secret Identity (Nestor Castillo) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
10	Vulnerability: 2 x STUN from Holy attacks (Uncommon)
53	Experience Points

Total Disadvantage Points: 388

Background/History: It was the find of a lifetime, and Nestor Castillo knew it was going to make his career.

Following clues he'd uncovered in certain inscriptions found in excavations at Teotihuacán, Castillo had tracked down what he believed to be a long-lost Aztec temple. Rather than announce a find that proved to be bogus, or allow anyone else to claim credit, he began excavating the site secretly on his own. Working with feverish intensity, he soon burrowed into the hill and, as luck would have it, straight into the chamber on the top of the temple.

As he looked around eagerly, his flashlight casting eerie shadows around the room, he realized that while he might be in a temple, it wasn't exactly Aztec. It bore some resemblance to Aztec structures and decor, but there were subtle differences. The sculptures and wall-murals were darker, bloodier, more violent and disturbing than Aztec ones. The place gave him something of a chill. The stench of sacrificial blood, still strong after centuries, didn't do anything to comfort him.

Then he saw the Crown. Resting atop an eerie altar-stone, it was blood-red, and shone as if wet. Unable to resist, he walked over and touched it — and then, almost as if compelled, placed it on his head. At once he was transformed. Gone was the ambitious archaeologist, the devout Roman Catho-

lic. In his place stood Bloodstone, a quasi-demonic servant of Krim and wearer of the fearsome Blood Crown.

Concealing his new powers and form, Castillo covered up the temple again and returned to his post at the university. But it wasn't long before he felt another compulsion, to travel north. He did so, and soon met Dark Seraph and the other Crowns, joining them to extend their reign of evil and terror throughout the world.

Personality/Motivation: Once a kindhearted (though ambitious) and religiously devout person, Bloodstone is now evil incarnate. His powers allow him to inflict great pain and suffering, and he enjoys using them. Watching a captive die by inches as he slowly bleeds the life from him is one of Bloodstone's greatest joys. But he's also temperamental, given to killing victims without a second thought — a practice which has more than once deprived the Crowns of a needed hostage or a valuable source of information, much to Dark Seraph's displeasure.

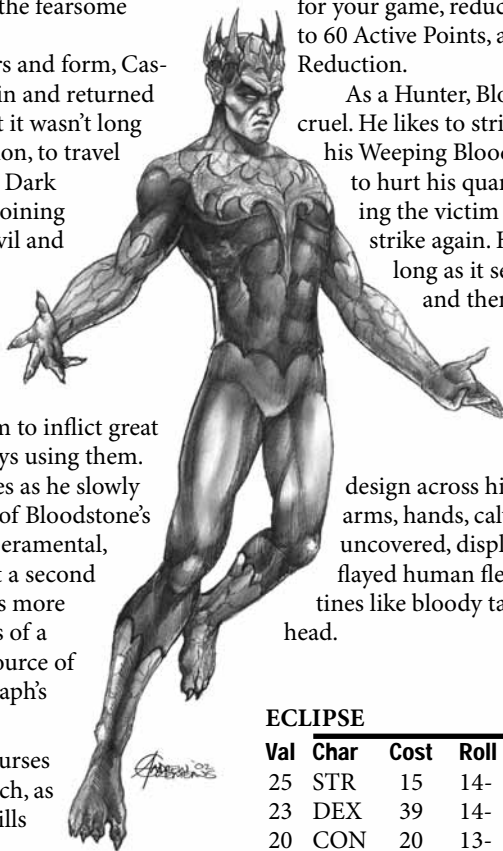
Quote: "Warm and scarlet it courses through your veins — now watch, as it seeps from your body and spills upon the thirsty ground..."

Powers/Tactics: Bloodstone is a haemokinetic — he can disrupt or control the flow of blood in a living being. He can cause it to ooze from a person's pores and orifices, make it boil someone alive from the inside out, or "corrupt" it (inflicting such pain on a person that he cannot move). He can even use some of his own blood to create a "bloodlash," a horrible liquescent whip.

Bloodstone's favorite tactic is to use Corruption Of The Blood to keep his foes from moving, then kill them with Weeping Blood or Boiling Blood. He usually saves the Bloodlash for when his other attacks aren't effective, he needs to affect nonliving objects, or he hopes to do Knockback to the target.

Bloodstone hasn't sold his soul to Krim yet, as many of the Crowns have, though it's probably only a matter of time. It's already so corrupt that selling it to the demon-god will be but a trifling act.

Campaign Use: See introductory text for general information. Bloodstone is, generally speaking, the weakest of the Crowns — partly because he hasn't sold his soul yet, partly because of the more limited nature of the powers granted by the Blood Crown. If you want to make Bloodstone more powerful (perhaps because he finally sells his soul), add some slots to his Multipower (a Flash defined as making the eyes and ears bleed, a Continuous Drain BODY representing slow bleeding, and so forth). You might also consider expanding his powers to biokinesis in general, giving him control over over biological processes (for example, he could cause heart attacks or weaken muscles), or enhancing some of



his demonic abilities. If you think he's too powerful for your game, reduce his Multipower reserve to 60 Active Points, and get rid of his Damage Reduction.

As a Hunter, Bloodstone is a vindictive and cruel. He likes to strike from surprise, using his Weeping Blood or Boiling Blood powers to hurt his quarry, and then vanish, leaving the victim to worry about when he'll strike again. He'll keep up that game as long as it seems safe and amuses him, and then close in for the kill.

Appearance: Bloodstone wears a costume with blood-red sleeves and torso, gold waist and legs, and a stylized gold design across his upper chest. his lower arms, hands, calves, feet, neck, and head are uncovered, displaying skin that looks like flayed human flesh. The Blood Crown, with tines like bloody talons, rests atop his hairless head.

ECLIPSE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
				Total: 20 PD (20 rPD)
				Total: 20 ED (20 rED)
				Phases: 2, 4, 6, 8, 10, 12
20	PD	15		
20	ED	16		
6	SPD	27		
12	REC	6		
60	END	10		
50	STUN	17		
				Total Characteristic Cost: 190

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
53	<i>Shadow Magic:</i> Multipower, 80-point powers, all OIF (Shadow Crown; -½)	
11m	1) <i>Conjured Shadow I:</i> Darkness to Sight Group 8" radius; OIF (-½)	8
10m	2) <i>Conjured Shadow II:</i> Darkness to Sight Group 5" radius, Reduced Endurance (0 END; +½); OIF (-½)	0
10m	3) <i>Darkblast:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼); OIF (-½)	3
10m	4) <i>Consuming Shadows:</i> RKA 4d6, Reduced Endurance (½ END; +¼); OIF (-½)	3
8m	5) <i>Inescapable Shadow:</i> Darkness to Sight Group 2" radius, Usable As Attack (+1), Ranged (+½), Reduced Endurance (0 END; +½); OIF (-½)	0
13	<i>Shadow Powers:</i> Elemental Control, 40-point powers, all OIF (Shadow Crown; -½)	
13	1) <i>Conjured Shadow III:</i> Darkness to	

ECLIPSE PLOT SEEDS

Influenced by Krim, who has decided it's time to establish his empire on Earth, Eclipse rebels against the rest of the Crowns. With Krim boosting his powers, and diminishing those of the other Crowns, it becomes a major struggle, as Eclipse tries to seize the other five crowns for his own use. The PCs have to find out what's happening and put a stop to all of it. And what happens if Takofanes, with his Dragon Crown, gets involved?

A prominent businessman comes to the PCs, claiming "a shadow-man" is stalking and scaring himself and his family. Could it be Eclipse having a little "harmless fun," or is something else going on?

DEMON kidnaps
Eclipse with the intent of transforming him and his crown into a powerful magical weapon. The PCs have to stop this from happening, while also stopping the rest of the Crowns from tearing up Millennium City as they try to rescue their comrade.

	Sight Group 4" radius; OIF (-1/2)	4
13	2) <i>Shadow Form</i> : Desolidification (affected by magic or light attacks); OIF (-1/2)	4
14	3) <i>Shadow Stealth</i> : Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +1/2); OIF (-1/2), Only In Darkness/Shadows (-1/4)	0
20	<i>Demonic Toughness</i> : Damage Resistance (20 PD/20 ED)	0
30	<i>Demonic Toughness</i> : Physical and Energy Damage Reduction, Resistant, 25%	0
5	<i>Demonic Body</i> : Power Defense (5 points)	0
45	<i>Demonic Form</i> : Life Support: Total	0
30	<i>Dark Wings</i> : Flight 15", Reduced Endurance (0 END; +1/2); Restrainable (-1/2)	0
5	<i>Shadowsight</i> : Infrared Perception (Sight Group)	0
5	<i>Shadowsight</i> : Ultraviolet Perception (Sight Group)	0
32	<i>Demon-Sense</i> : Detect Living Souls and Physical Objects 12- (no Sense Group), Sense, Range, Targeting	0

Skills

9	+3 with Shadow Magic Multipower
2	AK: University Of Chicago 11-
2	CK: Chicago 11-
3	KS: Arcane & Occult Lore 12-
2	KS: History 11-
2	PS: Research 11-
3	Shadowing 12-
3	Stealth 14-

Total Powers & Skill Cost: 353

Total Cost: 543

200+ Disadvantages

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council 8- (As Pow, Capture)
20	Psychological Limitation: Toys With Victims (Very Common, Strong)
15	Psychological Limitation: Determined To Bring About The Reign Of Krim On Earth (Common, Strong)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
10	Vulnerability: 2 x STUN from Holy attacks (Uncommon)
213	Experience Points

Total Disadvantage Points: 543

Background/History: In 1985, Paul Hundley was a bitter college student. Coming from a background of poverty, and cursed with an arrogant manner and features best described as plain, Hundley learned to hate the world that constantly rejected him. Desperately

envious of the "beautiful people" on campus who seemed to have it all, he looked for a way to even the scales... and found the occult.

At first he scoffed, but the more he researched the matter, the more he was convinced there had to be some truth to it. Then, while doing work-study research for one of the anthropology professors, he came across some information that dovetailed with cryptic clues in the grimoires he'd been reading. Convinced he had uncovered the location of some long-lost "relic of greater power," as one of his tomes put it, he spent all of his money to fly to Southeast Asia and sneak into Vietnam to find it.

Against all odds, Hundley succeeded. In the ruins of a temple whose architecture and iconography he didn't even recognize, he found an ancient crypt. He descended into a chamber so dark his flashlight could barely cut through the gloom — and at the heart of darkness there was a Crown. Exultantly Hundley picked it up and put it on, not caring what price he might have to pay for its power. When Krim spoke to him, he willingly offered up his soul for even greater power — and then set forth for England, to join up with Dark Seraph and serve him willingly.

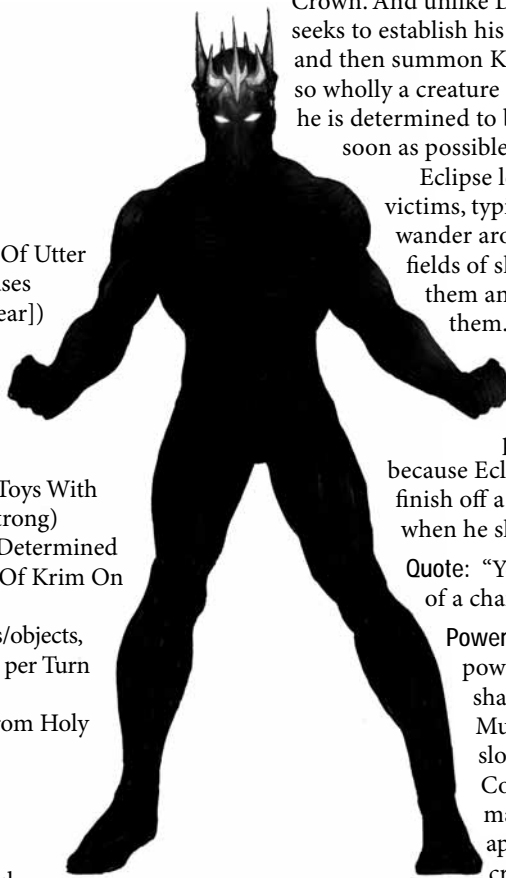
Personality/Motivation: Second only to Dark Seraph in sheer evil among the Crowns, Eclipse is also less human and more demonic than any other member of the group save he who wears the Iron Crown. And unlike Dark Seraph, who first seeks to establish his own power on Earth and then summon Krim, Eclipse has become so wholly a creature of the demon-god that he is determined to bring Krim to Earth as soon as possible.

Eclipse loves to toy with his victims, typically by making them wander around helplessly in his fields of shadow while he taunts them and occasionally attacks them. Slowly but surely, he cripples and then kills them. More than once one of the Crowns' plots has been derailed because Eclipse had the chance to finish off a foe and didn't take it when he should have.

Quote: "You don't have a shadow of a chance."

Powers/Tactics: Eclipse has powers over darkness and shadow, represented by a Multipower with Flexible slots and an Elemental Control. By mixing and matching his abilities appropriately, he can create many useful effects. His first action

in combat is usually to establish a field of Darkness around himself, to prevent enemies from perceiving him. Then he can lash out with Darkblasts and Consuming Shadows. His Inescapable



Shadow power, which allows him to “stick” a patch of Darkness to someone and have it follow that person around, is a particular favorite.

Eclipse never assumes normal human form anymore; in fact, his demonic transformation is almost complete and irreversible. Only a mystic who deduces his Secret Identity (for which he gets no points, because he is not inconvenienced by it) could cast a spell using his true name and force him back into human shape.

Campaign Use: See introductory text for general information. Eclipse would make a good leader for the Crowns, should Dark Seraph be captured — or perhaps he will rebel against the rest of the group because they’re not working hard enough for Krim’s manifestation.

To make Eclipse more powerful, give him some additional Multipower slots, such as the ability to Drain light-based powers, Teleportation by stepping between shadows, or the ability to conjure mystic chains of darkness (Entangle). You could also increase his Damage Reduction to 50%, or make similar changes to represent his transition to an almost purely demonic entity. If you need to weaken him for your game, reduce his Multipower to a 60 Active Point reserve, make some of the slots Fixed, and remove his Life Support.

As a Hunter, Eclipse toys with his victims the same way he likes to in combat. Sneak attacks, abuse of the hero’s DNPCs, and mocking references to his ability to reveal the hero’s Secret Identity (probably vicious lies, but can the hero be sure?) will make the PC’s life a living hell.

Appearance: Eclipse resembles a humanoid shadow, with the magnificent Shadow Crown merging almost imperceptibly into his dark head. When he wishes to fly, shadowy wings unfold from his shoulderblades.

FORCE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
23	PD	15		Total: 23 PD (23 rPD)
23	ED	18		Total: 23 ED (23 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
13	REC	0		
50	END	0		
50	STUN	2		Total Characteristics Cost: 179

Movement: Running: 6”/12”
Flight: 15”/30”

Cost Powers **END**

- 50 *Arcanokinesis:* Multipower, 75-point reserve; all OIF (Golden Crown; -½)
- 5u 1) *Arcanokinetic Blast:* Energy Blast 12d6,

- Reduced Endurance (½ END; +¼); OIF (-½) 3
- 2) *Arcanokinetic Spears:* RKA 4d6, Reduced Endurance (½ END; +¼); OIF (-½) 3
- 5u 3) *Arcanokinetic Shackles:* Entangle 7d6, 8 DEF; OIF (-½) 7
- 5u 4) *Arcanokinetic Shield:* Force Wall (10 PD/10 ED; 5” long and 2” tall), Reduced Endurance (½ END; +¼); OIF (-½) 3
- 35 *Attack Alteration:* Missile Deflection (all Ranged attacks), Range (+1); OIF (-½), Costs END (-½) plus Reflection (at any attacker); OIF (-½), Costs END (-½) 4+3
- 47 *Arcanokinetic Manipulation:* Telekinesis (40 STR), Fine Manipulation; OIF (-½) 7
- 23 *Demonic Toughness:* Damage Resistance (23 PD/23 ED) 0
- 30 *Demonic Toughness:* Physical and Energy Damage Reduction, Resistant, 25% 0
- 5 *Demonic Body:* Power Defense (5 points) 0
- 30 *Golden Wings:* Flight 15”, Reduced Endurance (0 END; +½); Restrained (-½) 0
- 5 *Demon’s Eyes:* Infrared Perception (Sight Group) 0
- 5 *Demon’s Eyes:* Ultraviolet Perception (Sight Group) 0

Skills

- 6 +2 with Arcanokinesis Multipower
- 2 CK: Philadelphia 11-
- 3 KS: Arcane & Occult Lore 12-
- 2 PS: Panhandling 11-
- 3 Stealth 13-
- 3 Streetwise 13-
- 2 Survival (Urban) 12-

Total Powers & Skills Cost: 271

Total Cost: 450

200+ Disadvantages

- 15 *Distinctive Features:* Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear]; Detectable Only With Unusual Senses)
- 15 *Enraged:* if takes BODY (Uncommon), go 11-, recover 11-
- 30 *Enraged:* Berserk in combat (Very Common), go 8-, recover 11-
- 20 *Hunted:* Champions 8- (Mo Pow, NCI, Capture)
- 10 *Hunted:* Trismegistus Council 8- (As Pow, Capture)
- 15 *Psychological Limitation:* Loves To Fight (Common, Strong)
- 15 *Psychological Limitation:* Greedy (Common, Strong)
- 15 *Social Limitation:* Secret Identity (Donald Jamison) (Frequently, Major)
- 30 *Susceptibility:* to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
- 10 *Vulnerability:* 2 x STUN from Holy attacks (Uncommon)
- 75 Experience Points

Total Disadvantage Points: 450

FORCE PLOT SEEDS

One of Force's thefts is from a jewelry store that's a front for VIPER. Angered by this show of disrespect, not to mention the loss of the valuable jewelry, the local Nest Leaders band together to teach Force and the Crowns a lesson they won't soon forget. The PCs need to stop the whole mess from getting started, or at least try to contain the damage the battles will cause.

With his stolen wealth and the help of a whole bunch of advisers, Donald Jamison decides to become "a big-time tycoon." He starts a business that competes with one a PC hero owns or works for. The course of business brings the two together — perhaps as allies, perhaps as adversaries. What will happen when the PC discovers Jamison is actually one of the Crowns of Krim?

During a battle, the Golden Crown begins to speak to one of the PCs telepathically. It claims it doesn't like its current master, and offers to abandon him and let the PC use it instead. Will the hero be tempted — and if so, what happens?

Background/History: Time was, Donald Jamison was just a bum — a nobody drifting around Philadelphia, committing petty crimes and begging pocket change from passersby to survive. Then one day, as he was walking through a rundown part of town, he passed a recently-abandoned storefront for what used to be a jewelry store. It was getting dark, and the old store looked like it might be a good place to spend the night out of the cold, so he peered through the grimy window to see if anyone was in there.

Was that the glimmer of gold, back there in the shadows?

The thought of shelter driven out of his mind by greed, Jamison found an old metal bar and used it to lever open the door. As he went inside, he got a better look — it was some kind of tiara. When he got closer, he realized he was wrong; it was actually a crown, of all things!

He bent to pick it up, and when he touched it, his mind reeled. Visions of wealth and power danced through his head. He saw himself, vast energies playing about his body, destroying anyone who stood in his ways and gathering up the riches of the world. Wine, women, and mansions were all his for the taking... if he'd just put on the crown.

He put on the crown.

Personality/Motivation: Force is the least demonic-minded and most materialistic of the Crowns of Krim. He's still got a lot of his humanity left, and he wants to use the power of the Golden Crown to get all the riches and luxuries he's never had before. He commits a lot of robberies on his own, just for the love of taking beautiful, precious things for his own. When he's not Force, he spends time in his human form, spending his ill-gotten gains to rent the best hotel rooms and live the high life.

As Force, Jamison is brutal and combative. He loves "flexing his muscles" and exerting his

power; he looks forward to fighting heroes, and often picks fights (or keeps on fighting when the rest of the team wants to flee). Even worse, he tends to lose control of himself in battle (particularly when injured), and has more than once turned on one of his teammates in his blood-fury.

Quote: "When I'm done with you, the cops will have to mop up what's left."

Powers/Tactics: Force is a confrontational, aggressive fighter who leaps right out in front and begins slugging away with his Arcanokinetic Blasts and Arcanokinetic Spears. He's not stupid or mindless, though (except when Enraged/Berserk); he's smart enough to shift to using his Entangle or Force Wall if necessary. When Dark Seraph can control him, and make him think with a little tactical sense, he sometimes Holds his Action and takes a support role, using Missile Deflection and Reflection to protect the other Crowns from enemy attacks.

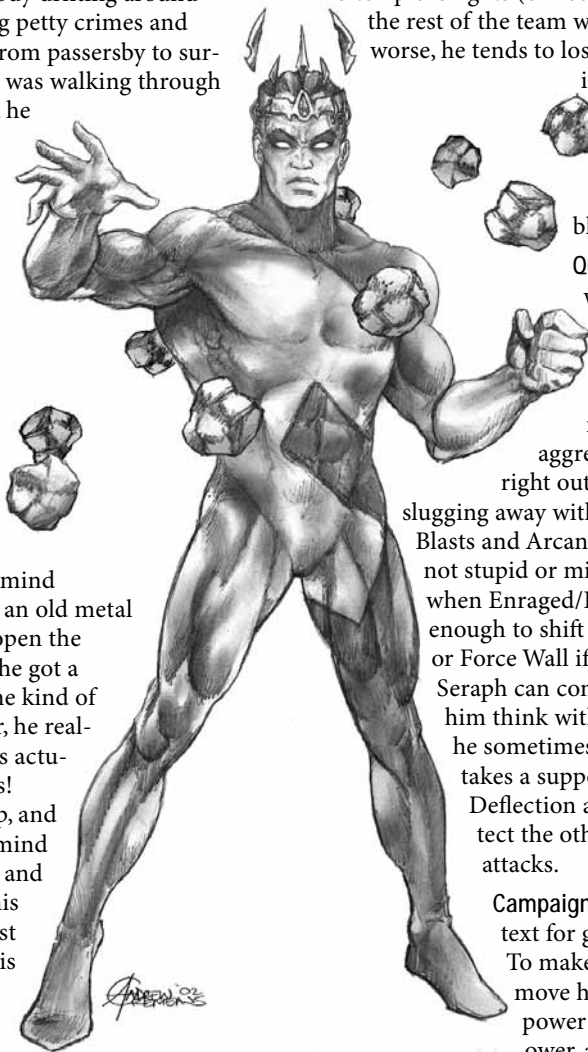
Campaign Use: See introductory text for general information.

To make Force more powerful, move his Arcanokinetic Shield power outside of his Multipower, and give him an Indirect

EB slot so he can attack while keeping the Shield up. To weaken him, move his Attack Alteration and Arcanokinetic Manipulation powers into his Multipower.

As a Hunter, Force is unsophisticated, but dangerous. He'll simply seek out the hero, and when he finds him, attack with everything he's got. If he's beaten, he'll be a little sneakier next time, but he won't try anything like framing the hero — he wants the satisfaction of destroying him in one-on-one combat.

Appearance: Force's costume is a dark green and dull gold bodysuit with no adornments. The Golden Crown, its beauty matched only by its evil, sits on his head; its tines are not connected to the body of the crown, but rather held apart from it by unbreakable bonds of arcanokinetic force.



PHOENIX

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	

15	PD	10		Total: 15 PD (12 rPD)
25	ED	20		Total: 25 ED (20 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
15	REC	10		
86	END	20		
50	STUN	12		Total Characteristics Cost: 217

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
20	<i>The Unholy Fire:</i> Elemental Control, 60-point powers; all OIF (Shining Crown; -½)	
20	1) <i>Fiery Blast:</i> Energy Blast 12d6; OIF (-½)	6
17	2) <i>Immolation:</i> RKA 4d6; OIF (-½), No Knockback (-¼)	6
15	3) <i>Fiery Shield:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Increased STUN Multiplier (+2; +½), Penetrating (+½), Reduced Endurance (0 END; +½); OIF (-½), No STR Bonus (-½)	0
20	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); OIF (-½)	0
20	<i>The Unholy Light:</i> Elemental Control, 60-point powers; all OIF (Shining Crown; -½)	
20	1) <i>Bolt Of Blindness:</i> Sight Group Flash Attack 12d6; OIF (-½)	6
25	2) <i>Blinding Glare:</i> Sight Group Flash Attack 6d6, Area Of Effect (6" Radius; +1¼); OIF (-½)	6
20	3) <i>Unholy Lance:</i> Dispel Holy Powers 16d6, any Holy power one at a time (+¼); OIF (-½)	6
16	<i>Demonic Toughness:</i> Damage Resistance (12 PD/20 ED)	0
30	<i>Demonic Toughness:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
15	<i>Phoenix Eyes:</i> Sight Group Flash Defense (15 points)	0
5	<i>Demonic Body:</i> Power Defense (5 points)	0
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Demon's Eyes:</i> UV Perception (Sight Group)	0

Perks
7 Money: Wealthy

Skills
16 +2 with All Combat

3 Combat Driving 13-
3 High Society 14-
3 KS: Arcane & Occult Lore 12-
2 KS: Sportscars 11-

2 KS: Television 11-
2 KS: Vampires 11-
2 PS: Play Golf 11-
2 PS: Play Tennis 11-

Total Powers & Skills Cost: 295

Total Cost: 512

200+ Disadvantages

15 Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear]; Detectable Only With Unusual Senses)
20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
10 Hunted: Trismegistus Council 8- (As Pow, Capture)
15 Psychological Limitation: Pyromaniac (Common, Strong)
15 Social Limitation: Secret Identity (Greg Shackleford) (Frequently, Major)
30 Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
10 Vulnerability: 2 x STUN from Holy attacks (Uncommon)
197 Experience Points

Total Disadvantage Points: 512

Background/History: In many ways, the personal histories of Phoenix — Greg Shackleford — and Dark Seraph — Sir Dennis of South Mallon — are remarkably similar. Like Sir Dennis, Shackleford was born into a life of luxury, his father a major executive at Pharos Industries, and his mother the daughter of an old shipping family whose fortune dated back over a century. Never wanting for anything, he grew up spoiled and undisciplined, and soon turned to all sorts of petty mischief and troublemaking to attract his parents' attention.

As he grew older, Greg drifted in with a bad crowd of other rich kids who thought nothing of abusing their wealth and position in society to have fun. But even that wasn't enough for Greg after a while. Eventually he turned to the occult, dabbling in the dark arts to satisfy his stulted soul's yearning for excitement.

In 1989, after seeing a news report about Dark Seraph, something happened to Greg. He *knew* there were other crowns like the Iron Crown out there, and he was determined to have one for himself. He began delving deeper and deeper into his occult researches, and finally devised a spell to locate a crown. The only problem was, it required a sacrifice — a human sacrifice. But by then, even that wasn't enough to stop him. It didn't take much effort to arrange for his girlfriend and three of his friends to die in a "drunk driving accident" just as he completed his ritual and learned what he needed to know. A quick plane trip to Costa Rica and a little exploration of the jungle later, and he found some old ruins — and in them, the Shining Crown.

Personality/Motivation: Phoenix began selling

PHOENIX PLOT SEEDS

A wealthy PC encounters Greg Shackelford in a social situation, and strikes up a friendship with him. During the course of the friendship, Shackelford discovers some clues regarding the fact that the PC is a superhero. Mayhem follows in due course.

A series of mysterious fires breaks out around Millennium City. The locations seem to be forming a picture or pattern — perhaps one with occult significance. Is this Phoenix's work, and if so, what are the Crowns up to? If not, who's causing the fires?

Phoenix learns that an ancient fire-magic ritual might double the strength of his powers. He starts breaking into libraries and museums looking for books or scrolls containing the ritual. The PCs have to stop him before he finds what he's looking for.

his soul long ago, though not consciously — it was only after he became thoroughly involved in the black arts that it was too late for him to turn back. When he seized the Shining Crown for his own, he willingly gave the rest of his soul to Krim in exchange for power — and he hasn't regretted doing so. Being Phoenix is a tremendous thrill to him; it's far more exciting than anything he's ever done. At times he can barely tolerate spending any time in his civilian identity; it's deadly dull compared to being a Crown of Krim.

The Shining Crown has influenced Shackelford's mind, making him a pyromaniac. He loves to use his powers to set things on fire, often wasting time and energy in mid-mission just to start a little blaze. If a particularly tempting target (like a child in flammable clothes) presents itself, the GM may have him make an EGO Roll to avoid wasting a Phase to set it on fire.

Quote: "They say angels carry flaming swords. But their fire is as nothing compared to mine!"

Powers/Tactics: Phoenix is one of the Crowns' front-line combatants. In battle he'll activate his Fiery Shield, then begin laying about with his ranged attacks to devastate the foe. He particularly enjoys blinding an enemy so another Crown (typically Force or Dark Seraph) can lower the boom on the target when he's at reduced DCV. He also likes to make multiple-power attacks. He has to be careful about END usage, though. Phoenix usually remains in the air during most



combats; he prefers the mobility of the skies.

Campaign Use: See introductory text for general information. If Phoenix needs a little power boost for your campaign, give him some Skill Levels with Flight, and improve his Damage Reduction to 50% (at least for Energy attacks). To weaken him, get rid of his second Elemental Control and place all of his attacks (except the Fiery Shield) in one Multipower.

Phoenix rarely Hunts heroes; it's just not worth the trouble. When he does start Hunting someone, he tries a two-pronged approach — attack them as Phoenix, and use his mundane resources as Shackelford to try to learn the hero's Secret Identity, or the like. Burning down the hero's house or vehicle is a definite option.

Appearance: Phoenix wears a fire-orange and scarlet costume. His fire-orange boots and gloves have flames licking up from their edges; his trunks and belt are also fire-orange, but with no flames. He wears no mask; his eyes are orbs of fire with flames licking up from them; his hair is shoulder-long, and he wears the Shining Crown on his head.

TEMBLOR

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
14	INT	4	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
				Total: 30 PD (20 rPD)
				Total: 30 ED (20 rED)
				Phases: 3, 6, 9, 12
30	PD	20		
30	ED	24		
4	SPD	10		
16	REC	0		
60	END	0		
60	STUN	0		
				Total Characteristics Cost: 205

Movement: Running: 6"/12"
Tunneling: 8"/16"

Cost	Powers	END
35	<i>Earth Powers:</i> Multipower, 62-point reserve; all OIF (-½), Only When In Contact With The Ground (-¼)	
3u	1) <i>Earthen Grip:</i> Entangle 5d6, 5 DEF, Indirect (always originates from the ground beneath the target; +¼); OIF (-½), Only When In Contact With The Ground (-¼)	6
3u	2) <i>Earthen Hand:</i> Telekinesis (40 STR); OIF (-½); Only When In Contact With The Ground (-¼), Can Be Destroyed As A Focus With 12 DEF (-¼)	6
2u	3) <i>Dust Blast:</i> Sight Group Flash Attack 6d6, Area Of Effect (7" Cone; +1); OIF (-½), No Range (-½), Only When In Contact With The Ground (-¼), Does Not Work Against Desolidified Characters (-¼)	6

- 2u 4) *Earthmelding*: Desolidification (affected by any attack), Reduced Endurance (0 END; +½); OIF (-½), Only When In Contact With The Ground (-¼), Only To Pass Through Earth/Stone (-¼), Does Not Protect Against Damage (-1) 0
- 3u 5) *Supreme Digging*: Tunneling 8" through 8 DEF material, Fill In, Reduced Endurance (½ END; +¼) OIF (-½), Only When In Contact With The Ground (-¼) 2
- 17 *Stone Body Shaping*: Multipower, 25-point reserve; all OIF (-½)
- 2m 1) *Huge Stone Fist*: HA +4d6; OIF (-½), Hand-To-Hand Attack (-½), Increased Endurance Cost (x3 END; -1) 6
- 1u 2) *Spiky Stone Fist*: Armor Piercing (+½) for 50 STR (see text); OIF (-½), Increased Endurance Cost (x3 END; -1) 6
- 3m 3) *Obsidian Blade Hand*: HKA 1½d6 (3d6+1 with STR); OIF (-½) 2
- 2m 4) *Crystalline Growth*: Stretching 5"; OIF (-½), Limited Body Parts (arms only; -¼), No Noncombat Stretching (-¼) 2
- 20 *Demonically Rocky Skin*: Damage Resistance (20 PD/20 ED) 0
- 30 *Demonic Toughness*: Physical and Energy Damage Reduction, Resistant, 25% 0
- 20 *Heavy*: Knockback Resistance -10" 0
- 8 *Foot Melding*: Knockback Resistance -5"; Only When In Contact With The Ground (-¼) 0
- 5 *Demonic Body*: Power Defense (5 points) 0
- 5 *Demon's Eyes*: Infrared Perception (Sight Group) 0
- 5 *Demon's Eyes*: Ultraviolet Perception (Sight Group) 0
- 5 *See Through Earth*: N-Ray Perception (Sight Group); Only To See Through Earth/Stone (-½), Limited Range (25"; -¼), Nonpersistent (-¼) 0
- 24 *Sense Vibrations*: Detect Physical Vibrations 12- (Touch Group), Discriminatory, Range, Targeting; Only When In Contact With The Ground (-¼) 0

Talents

- 3 Bump of Direction

Skills

- 6 +2 with Earth Powers Multipower
- 10 +2 Hand-To-Hand
- 3 Climbing 13-
- 3 AK: Mexican Cave Formations 12-
- 2 AK: Mexico 11-
- 2 CK: Mexico City 11-
- 3 KS: Arcane & Occult Lore 12-
- 3 KS: Rocks & Minerals 12-
- 2 KS: The Scientific World 11-
- 1 KS: The Superhuman World 8-
- 3 Language: English (completely fluent; Spanish is native)
- 3 Power: Earth Manipulation 12-
- 2 PS: Explorer 11-
- 3 PS: Rock Collecting 12-

- 3 PS: Spelunking 12-
- 6 Survival (Deserts, Mountains, Temperate/Subtropical) 12-
- 3 Scientist
- 3 1) SS: Geology 13-
- 2 2) SS: Geophysics 12-
- 1 4) SS: Physics 11-
- 1 3) SS: Seismology 11-

Total Powers & Skills Cost: 263

Total Cost: 468

200+ Disadvantages

- 15 Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear]; Detectable Only With Unusual Senses)
- 30 Enraged: Berserk when takes BODY damage (Uncommon), go 14-, recover 11-
- 20 Hunted: Champions 11- (As Pow, NCI, Capture)
- 10 Hunted: Trismegistus Council 8- (As Pow, Capture)
- 15 Psychological Limitation: Sadistically Evil (Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 10 Psychological Limitation: Enjoys Causing Massive Property Damage (Common, Moderate)
- 15 Social Limitation: Secret Identity (Miguel Cordova) (Frequently, Major)
- 30 Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy attacks (Uncommon)
- 10 Vulnerability: 2 x STUN from Sonics (Uncommon)
- 88 Experience Points

Total Disadvantage Points: 468

Background/History: Miguel Cordova couldn't believe his luck. Years of fieldwork as a geologist had finally paid off. In the wastelands of northern Mexico, in a region where he had no scientific right to find such a thing, he located a deep cave formation. Unwilling to wait until he could get a partner to enter it with him, he began exploring right away.

He was immediately struck by the unusual nature of the cave. It was... strange. The interior stone didn't seem like anything native to the area, and the shape of the caverns themselves was odd. At one point it occurred to him that it was almost like being inside monstrously large biological organs, but his mind laughed off the idea even as his scientific curiosity led him deeper and deeper into the cave.

Finally, the cave came to end — but in the final cavern lay the biggest surprise of all. Nestled in a rock formation there, almost as if lovingly held by a gigantic stone hand, was a crown. Meticulously carved of grey granite, it resembled nothing Cordova had ever seen before. Intrigued, he picked it up, finding it oddly light and easy to handle. Suddenly he felt a compulsion, an over-

TEMBLOR PLOT SEEDS

While walking down the street in his normal human form, Miguel Cordova is robbed and injured by a mugger. This forces a transformation into an automatically-Berserk Temblor, who goes on a destructive rampage. While the PCs try to stop him, VIPER takes advantage of the confusion to commit some other crimes. Is it possible VIPER knew who Cordova was and deliberately triggered the transformation?

Temblor gets word a local museum is about to display an ancient ruby pendant that supposedly has “power over the earth itself.” He decides to steal the pendant and find out if its reputation is deserved. If so, will it augment his powers, or provide a weapon for heroes to use against him?

Miguel Cordova hears about another bizarre cave formation, this one in the Yucatan, that reminds him of the one where he found the Stone Crown. He decides to check it out. Will he get there first, or will the Circle of the Scarlet Moon beat him to it? What happens if they team up to explore the cave, leading to an alliance between the Circle and the Crowns?

whelming desire to put the crown on. Neither able nor willing to resist, he set it on his head. And then he screamed, but his screams did nothing to end the pain lancing through his body. Under the power of the Stone Crown, he was transformed, changed into a man of rock instead of mere human flesh. Tossing aside the spelunking equipment he no longer needed, he made his way back to the surface.

He found Dark Seraph waiting for him there.

Personality/Motivation: Unlike the other Crowns of Krim, whose personalities remain mostly the same, Temblor was significantly changed by his. Gone is the good-natured scientist, driven by a desire to learn and discover, and in its place is a fiend. Temblor is evil through and through. He takes enormous pleasure in causing death, destruction, and suffering. He thinks nothing of literally ripping victims apart limb from limb, smashing hospitals and orphanages, and the like. He represents the terrifying fury of the earth — the merciless power of earthquakes, the unyielding strength of stone, the impenetrable darkness of a million caves — brought demonically to life.

Quote: “You think to harm the very stuff of Earth itself? As well try to hurt a mountain before it crushes you with an avalanche!”

Powers/Tactics: Temblor’s powers relate to his control over earth and stone, and to the fact that his body, being made of stone, is both immensely strong and extremely durable. He can make the earth rise up and close around his foes, cause projections of rock to move things at his command, meld himself into the earth in various ways, and even reshape his body through a process similar to the growth of crystals (but millions of times faster).

In battle, Temblor usually starts the fight by applying sheer Strength, augmenting his rocky muscles with his Huge or Spiky Stone Fist powers if necessary (but they cost a lot of END, so he won’t use them repeatedly unless he feels he has no choice, or he goes Berserk). If punches won’t do the trick, he’ll try some of his more exotic powers, or even meld into the ground so he can come up

underneath or behind a foe for a surprise attack. However, since he does not have Life Support, he can only stay in the ground for as long as he can hold his breath.

Temblor’s biggest weakness is that many of his powers require him to remain in contact with the earth. If he’s lifted off the ground, or is in a building above the ground floor, they don’t work. But he’s not completely helpless in such situations; he retains, for example, his Strength and Stone Body Shaping powers.

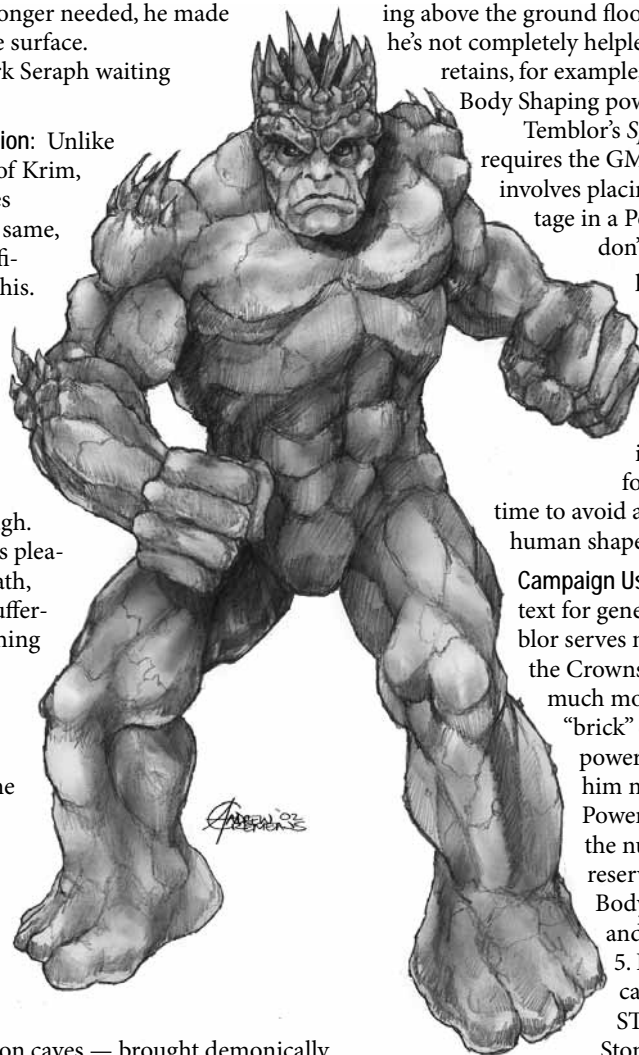
Temblor’s *Spiky Stone Fist* power requires the GM’s permission, since it involves placing a naked Power Advantage in a Power Framework. If you don’t allow this in your campaign, simply ignore this power.

Temblor does not have a Physical Limitation representing how large and heavy he is because he can change form back to normal at any time to avoid any restrictions his superhuman shape might impose.

Campaign Use: See introductory text for general information. Temblor serves mostly as muscle for the Crowns of Krim, though he’s much more versatile than most “brick” characters. Boosting his power generally means giving him more slots for his Earth Powers Multipower, increasing the number of points in the reserve and slots of his Stone Body Shaping Multipower, and/or increasing his SPD to 5. If he’s too strong for your campaign as-is, reduce his STR to 40 and get rid of the Stone Body Shaping powers.

Temblor isn’t really focused enough to Hunt a superhero; he’s in this supervillain game for the fun of destroying things, getting into fights, hurting people, and making himself rich. At most, he’s likely to single out a hero he hates for special punishment during battles.

Appearance: Temblor’s large, heavy body appears to be made entirely of grey-brown granite, shot through with veins of obsidian here and there. His facial features are relatively drab, without much detailing, making it hard for him to display subtle expressions. Atop his head rests the Stone Crown, made of finely-chiseled and shaped dark grey granite.



EUROSTAR



Membership: Fiacho, Durak, Feuermacher, Mentalla, Scorpia, Ultrasonique

Background/History: Eurostar first appeared on the world stage in 1988, but its roots stretch back half a decade beyond that. In 1983, an ambitious and charismatic young Danish politician named Danar Nicole, after years of arguing passionately, but fruitlessly, about the need for European union, quit the European Parliament in disgust. If Europe would not unite for its own good, he decided, he would *make* it unite under the rulership of the one person with the right vision to lead: himself. For the next several years, Nicole trained himself in the arts of destruction, and had surgeons, bioengineers, and technicians remake his body so that he became a living weapon — a human dagger pointed at the heart of foolish Europe.

But Nicole, now calling himself *Fiacho*, knew that in a world filled with the likes of the New Knights and VIPER, he could not achieve his aims alone, no matter how well-trained he might be. He needed allies, superpowered allies who shared his vision of the future — or who were at least willing to follow his orders. He put the word out to his contacts throughout Europe, asking them to report anything unusual to him.

He got his first break in 1986, when a friend at Interpol told him about a superhuman strongman wreaking havoc in Poland. Fiacho traveled there to find Igor Sterankov — Durak — destroying a Soviet armored division the Kremlin had sent to capture or kill him. After helping Durak out of a tight spot by slaughtering a tank crew, Fiacho suggested to him that there were better, more profitable, ways to use his powers. Realizing the Soviet military would eventually overwhelm him with sheer numbers, Durak agreed. Fiacho spirited him out from behind the Iron Curtain to safety, and Eurostar had its first recruit.

Later that same year, the pair was intrigued when a series of mysterious, sudden, violent storms destroyed some villages in Italy. When they investigated, they found Bora, an Italian woman with the power to control the winds. Although Bora was initially suspicious of them, and ready to fight, Fiacho used his most persuasive manner to explain himself and convince her she could better extract her longed-for revenge upon the world as part of a team. Now the nascent Eurostar was a trio.

In 1987, word reached Fiacho about Jean Dubois, a brilliant French scientist whose work Danar Nicole had once helped sponsor. Poor Dubois had been maimed in an accident and become a raving paranoid. Sensing an asset he could exploit for his team, which needed a technician, Fiacho visited the hospital

where Dubois was staying. At first he was disappointed to discover that Dubois was blind, and more deeply disturbed than he'd heard, but Dubois managed to convince him not only that he was sufficiently lucid to become part of Fiacho's team, but that he could use technology to compensate for his blindness. Fiacho took a chance and broke him free.

The four villains adjourned to Fiacho's chalet in Switzerland to discuss their plans. Over several weeks, Fiacho sold them on his vision of a united Europe — with Eurostar at its helm. In truth, the other members were less interested in Fiacho's political aspirations than in the chance for adventure, excitement, destruction, and profit he promised, but at least to some degree they agreed with him. With their consent, Fiacho planned a grand statement to let the world know what was in store.

On March 7, 1988, Fiacho released to the world the *Eurostar Manifesto*, a statement of the group's political beliefs and goals. It read, in part: "The free peoples of Europe, inspired solely by greed and isolationism, have consistently refused to become part of a united Europe — a Europe that would be the world power it deserves to be, and in the end make all of them better off than they are today. Such ignorance cannot be ignored, or left unpunished. From this day forward, let the foolish peoples of Europe take note: you have forfeited your freedom. If you do not unite of your own free will, Eurostar will unite you by force."

Nor was the team's statement an empty one. For the rest of that year Europe was victimized by a Eurostar crime wave, the likes of which it had never seen before. The team raided a Russian gold depository, stealing billions of dollars' worth of bullion. It attacked UNTIL facilities, not only to weaken one of its chief enemies but to steal valuable technology. It robbed banks, looted arsenals, and committed numerous acts of terrorism and mayhem designed to destabilize the governments of Europe.

During 1989, Eurostar was less visible — the team was using its gains to build a secret headquarters in Europe and plan further activities. In 1990 it resumed its campaign of terror, and also picked up a new member: the Whip, a former KGB operative with a high-tech whip who betrayed his Russian masters to join the team. In late 1992, Eurostar added to its roster yet again, when Mentalla, a Spaniard formerly in the service of Dr. Destroyer, became a member.

The team stabilized at six members for the next four years. It launched an attempted invasion of Poland in 1993, conducted a series of attacks on Balkans peacekeepers in 1994, and tried to overthrow the governments of the Baltic states in 1995 — plots all averted by superheroes by the narrowest of margins.

EUROSTAR PLOT SEEDS

Eurostar decides to try to repeat its 1993 assault on Poland, but against an easier target and hopefully with success this time. Using another of Teleios's cloned armies, the team makes a bid to take over Romania.

Eurostar sets up an enormous counterfeiting effort, planning to use the fake money to acquire as many assets as they can, then anonymously reveal the deception to destabilize European economies. The PCs have to find the counterfeiting warehouse and put a stop to the plot.

Eurostar steals eight Russian nuclear weapons and threatens to detonate one a month in a European city of its choice unless the governments of Europe immediately turn over all power to the team. The PCs have to track Eurostar down and recover the nukes before Zurich is reduced to a smoking crater.

EUROSTAR TEAM TACTICS

Some of Eurostar's specific tactics and code-words include:

Fireball: All the members with Area Of Effect or Explosion attacks use them on the designated area.

Pigeon: Durak tosses the designated target in the air, and everyone (or specific team members) attack him while he's in mid-air.

Pincushion: Fiacho and Scorpia both target the same victim with their weapons, using Teamwork to obtain bonuses. An alternate version is *Stinger* — Fiacho uses his Hold maneuver to disable a foe, allowing Scorpia to come in and use her Sting or Martial Arts to attack the target.

Ring Of Fire: Feuermacher traps an enemy with his *Wall Of Flame* or *Fiery Prison* powers, and then the other members target the hapless hero with physical attacks.

Visiting Hour: Every team member should grab a hostage (if possible) and prepare to escape.

In 1996, it lost two members, Bora and the Whip, when their brains were blown out by VIPER snipers in an ambush that started the so-called "VIPER-Eurostar War." From then until 1998, the team was occupied mainly with battles against VIPER, depleting its coffers in an effort to obtain revenge. Finally, both sides dropped the matter, unwilling to waste any more time and resources on what was obviously a stalemate. But hostility between the two remains strong to this day.

With his team weakened by two years of conflict, Fiacho began looking for new members and other ways to strengthen Eurostar. He soon found the perfect candidates — Scorpia and Feuermacher, members of another villain team called Terror, Inc. Scorpia had previously contacted him about the possibility of joining, but he had not been ready for new members at that time. Now he let her know the situation had changed. Within a few months, Scorpia and Feuermacher had killed the tyrannical leader of Terror, Inc., Professor Muerte, and left South America to return home to Europe. Now the team had six members again and was ready to continue its march toward domination of the continent.

Since then, Eurostar has solidified its reputation as the most dangerous supervillain team on Earth. In its quest to take over Europe, it has destroyed entire city blocks, stolen billions of dollars, and killed hundreds of people (including several superheroes). Though the team normally confines its activities to Europe, it has struck at targets in the United States and Asia, and will probably do so again. The costumed crimefighters of the world have learned not to take Eurostar's threats lightly. As Fiacho once said, "Eurostar does not rob banks. We wreck economies."

Group Relations: The members of Eurostar aren't normally joiners; they're obsessed, anti-social loners and brooders who prefer to keep to themselves. Only their mutual desire to lash out at the world — whether that means destruction, conquest, or both — brings them together, and then only as needed. They rarely socialize together, maintaining more of a "business relationship" than anything else. But there's very little bickering among them; over the years they have learned to tolerate each other's quirks and work together without much friction. Fiacho's intense political vision and leadership skills help to keep the team motivated and efficient.

Fiacho keeps a close eye on his newest teammates, Scorpia and Feuermacher. The latter doesn't seem particularly ambitious or intelligent, but the Irishwoman is a different matter altogether. Fiacho knows her skills, and her willingness to betray anyone who seems to be an obstacle to her own plans and desires. Preferring not to end up dead like Professor Muerte, Fiacho watches her carefully.

Eurostar does not maintain close relations with any other villain team or villainous agency; it prefers to stand alone. It is said to have ties to some Italian and Russian organized crime groups, but if so, it is likely simply using them until it's ready to sweep away the governments of Europe and take control. It remains hostile toward VIPER.

Eurostar has a secret base in Switzerland, well-

hidden and protected by elaborate security measures. It's a 300-point base (including computer), similar to the Urban Base on page 106 of *Champions* but with a danger room, more laboratories, and better protection.

Tactics: Years of working and fighting together have made Eurostar a well-oiled combat machine. In battle the team fights to win, avoiding flashy or "showoff" maneuvers in favor of a lethal, practical approach. When it fights, it goes for the jugular; it has no interest in taking captives so Fiacho can gloat about his latest master plan.

Eurostar plans most of its missions elaborately, and includes in its contingencies the possibilities of superhero interference. Thus, the team is rarely taken by surprise; in fact, superheroes who think they're ambushing Eurostar may find themselves on the wrong end of the trap! It's not uncommon for one member of the team to remain in hiding to attack anyone who interferes with a mission, or for the team to bring along weaponry specifically created to deal with a particular superhero Fiacho expects to show up.

The members of Eurostar have all learned Esperanto, and typically use it to communicate on the battlefield, since so few of their enemies understand it.

Campaign Use: Eurostar's primary role in the campaign is to be the "dangerously practical" superteam. Unlike VIPER, Dr. Destroyer, or the Ultimates, Eurostar won't waste time and money on grandiose Silver Age-style world-threatening gadgets and plots. It functions more like a military squad or a terrorist cell — it attacks a defined target with precision and forethought, and if it meets opposition, it responds with lethal force. The team's members represent an intriguing dilemma for heroes with Codes Versus Killing, since they're so ruthless and murderous many heroes will *want* to try to put them down permanently.

Eurostar is a dangerous Hunter for a hero to have. The same precision and ruthlessness that makes the team such a potent threat in general make it doubly troublesome for any specific hero it singles out for "punishment." For example, Eurostar won't hesitate to take a DNPC hostage and threaten to kill him if the hero doesn't show up — and then kill the DNPC anyway after the hero arrives, if it feels like it.

Eurostar has a particular hatred of Americans and American heroes, regarding them, and their countrymen, as boorish idiots who don't understand political realities. In any given situation, it prefers to target Americans for hostage-taking or killings intended to "send a message."

If Eurostar isn't strong enough for your campaign, the best way to beef it up is to add members. *Champions Universe* describes a number of European villains who'd make good recruits (including der Westgote, whom the group is specifically considering for membership). On the other hand, if Eurostar's numbers and power make it too much of a threat for your PCs, get rid of a few members — Ultrasonique, Feuermacher, and Mentalla would make good candidates for this — or decrease all the members' power levels by 10-20 Active Points.

FIACHO

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
16	BODY	12	12-	
25	INT	15	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	5		Total: 22 PD (14 rPD)
9	ED	4		Total: 21 ED (14 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
14	REC	8		
46	END	0		
45	STUN	4		Total Characteristics Cost: 175

Movement: Running: 11"/22"
Leaping: 10"/20"

Cost Powers END

25	<i>Micro-Flechette Launcher:</i> RKA 1d6, Armor Piercing (+½), Autofire (3 shots; +¼), Penetrating (+½), 32 Charges (+¼); OIF (-½) [32]			
42	<i>Corrosive Gas Pellets:</i> RKA 2d6, NND (the defense is a PD Force Field/Force Wall; +1), Does BODY (+1), Area Of Effect (One Hex; +½); OAF (-1), 8 Charges (-½) [8]			
48	<i>Sonic Disorientator:</i> Drain DEX 3d6 (standard effect: 9 points), Area Of Effect (One Hex; +½), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); OIF (armband; -½), Maximum Effect (-10 DEX at any one time; -½) 0			
41	<i>Knockout Smoke Generator:</i> Darkness to Sight Group 3" radius; OIF (armband; -½), No Range (-½), 4 Charges lasting 1 Turn each (-½), plus Drain STUN 2d6, Area Of Effect (3" Radius; +1), Continuous (+1), Personal Immunity (+¼); OIF (armband; -½), 4 Charges lasting 1 Turn each (-½), Linked (-¼) [4]			
	<i>Martial Arts: General Combat Training</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke	-2	+0	Grab One Limb, 4d6 NND (2)
4	Deadly Strike	-2	+0	HKA 1d6+1 (2½d6 with STR)
4	Disarm	-1	+1	Disarm, 55 STR
4	Escape	+0	+0	60 STR vs. Grabs
4	Eye Gouge	-1	-1	Sight Group Flash 8d6
4	Hold	-1	-1	Grab Three Limbs, 55 STR
5	Kick	-2	+1	13d6 Strike
4	Low Blow	-1	+1	4d6 NND (3)
3	Throw	+0	+1	9d6 + v/5, Target Falls
4	Punch	+0	+2	11d6 Strike
4	Vital Point Strike	-1	+1	4d6 NND (1)

16	+4 Damage Classes (already added in)
25	<i>Fighting Skill:</i> Find Weakness 12- with Martial Arts
2	<i>Dermal Implants:</i> Damage Resistance (2 PD/2 ED) 0
18	<i>Armored Uniform:</i> Armor (9 PD/9 ED); OIF (-½) 0
10	<i>Fast Runner:</i> Running +5" (11" total) 1
5	<i>Strong Legs:</i> Leaping +5" (10" forward, 5" upward) 1
6	<i>Wrist Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0

Perks

10	Base: contribution to team's base
40	Contacts: various throughout Europe and the Military/Mercenary/Terrorist World
6	Deep Covers (3)
15	Money: Filthy Rich
9	Reputation: world-threatening super-terrorist (on Earth; 14-) +3/+3d6

Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 14-

Skills

30	+3 Overall
16	+2 with All Combat
3	Acrobatics 14-
3	Acting 14-
3	Breakfall 14-
3	Bribery 14-
3	Bureaucratics 14-
3	Combat Driving 14-
3	Computer Programming 14-
3	Conversation 14-
3	Deduction 14-
3	Demolitions 14-
3	Disguise 14-
3	Electronics 14-
3	High Society 14-
3	Interrogation 14-
2	KS: Dr. Destroyer 11-
4	KS: European History 15-
5	KS: European Politics 16-
3	KS: Fine Restaurants Of Europe 14-
3	KS: The Military/Mercenary/Terrorist World 14-
3	KS: The Superhuman World 14-
2	KS: VIPER 11-
3	Lockpicking 14-
3	Mimicry 14-
3	Oratory 14-
3	Paramedics 14-
3	Persuasion 14-
3	PS: Politician 14-
3	PS: Terrorist 14-
3	Security Systems 14-
3	Stealth 14-
3	Streetwise 14-
3	Systems Operation 14-
3	Tactics 14-

FIACHO PLOT SEEDS

Fiacho decides a plague would make the conquest of Europe easier, so he begins stealing the necessary equipment and supplies to manufacture bio-weapons. The PCs have to investigate, determine what's going on, and track Fiacho down and stop him. But what if VIPER decides to get revenge on Eurostar by stealing Fiacho's technology?

Danar Nicole's former fiancée, Danish politician Dagny Lindstrom, is about to marry a prominent industrialist in an elaborate ceremony. Fiacho decides to crash the party, but fortunately Lindstrom knows the PCs and has invited them to attend her wedding.

After the PCs stop one of Eurostar's plots, Fiacho decides to teach them a lesson by sneaking into their base and reprogramming the security systems to trap and attack the heroes. The PCs have to fight through their own security to catch Fiacho before he can escape to launch another deadly scheme.

- 3 Teamwork 14-
- 3 Linguist
- 1 1) English (fluent conversation; Danish is native)
- 1 2) Esperanto (fluent conversation)
- 1 3) French (fluent conversation)
- 1 4) German (fluent conversation)
- 1 5) Greek (fluent conversation)
- 1 6) Italian (fluent conversation)
- 1 7) Russian (fluent conversation)
- 1 8) Spanish (fluent conversation)
- 3 Traveler
- 4 1) AK: Europe 16-
- 1 2) CK: Berlin 11-
- 1 3) CK: Brussels 11-
- 1 4) CK: Copenhagen 11-
- 1 5) CK: Geneva 11-
- 1 6) CK: London 11-
- 1 7) CK: Madrid 11-
- 1 8) CK: Moscow 11-
- 1 9) CK: Munich 11-
- 1 10) CK: New York City 11-
- 1 11) CK: Paris 11-
- 1 12) CK: Rome 11-
- 1 13) CK: Vienna 11-
- 1 14) CK: Washington, D.C. 11-

Total Powers & Skills Cost: 567

Total Cost: 742

200+ Disadvantages

- 15 Distinctive Features: altered, ugly human (Concealable With Difficulty, Always Noticed)
- 20 Enraged: by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-
- 25 Hunted: New Knights Of The Round Table 8- (Mo Pow, NCI, Capture)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Determined To Conquer And Rule Europe (Common, Total)
- 15 Psychological Limitation: Extremely Vengeful (Common, Strong)
- 15 Psychological Limitation: Must Be In Command (Common, Strong)
- 20 Reputation: world-threatening super-terrorist, 14- (Extreme)
- 15 Social Limitation: Public Identity (Danar Nicole) (Frequently, Major)
- 372 Experience Points

Total Disadvantage Points: 742

Background/History: <“Danar, you can't be serious!”>

<“I am very serious. You might even say, *deadly* serious.”>

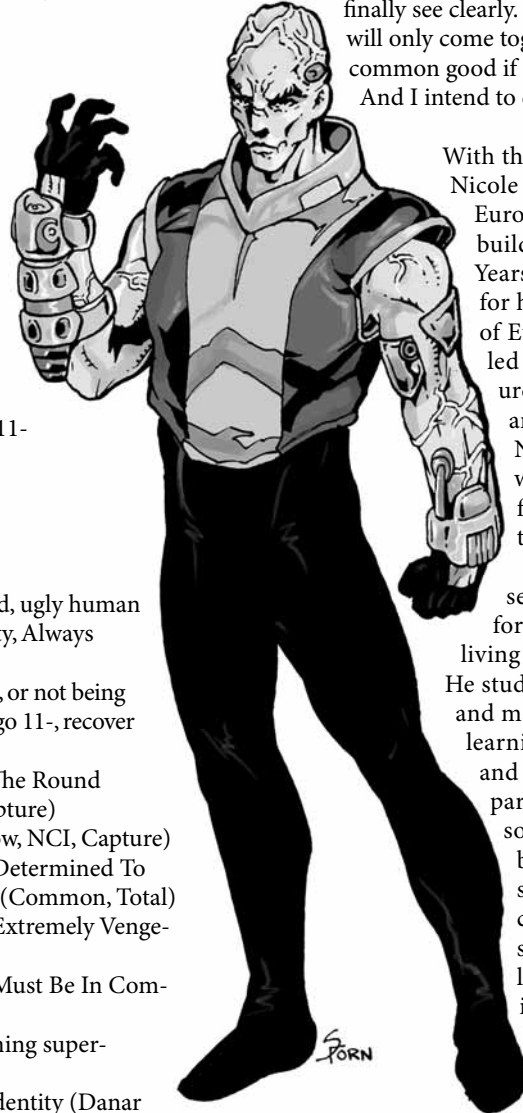
<“But... but, your career! You've spent years becoming one of the best-known politicians in Europe! You're one of the leaders of the European Parliament. There's no stronger, more eloquent voice for the cause of European unity than yours!”>

<“And has it worked? Have the fools stopped

squabbling, stopped dredging up centuries' worth of supposed wrongs, started working together to build a better future? Have they done *anything* to put Europe in the position of world pre-eminence that it deserves? No! They have done nothing! All my words have been meaningless, and my career has been wasted.”>

<“You can't mean that.”>

<“I have never been more serious in my life. After years of blinding myself to reality, I can finally see clearly. The peoples of Europe will only come together for their common good if someone *makes* them. And I intend to do just that.”>



With those words, Danar Nicole stalked out of the European Parliament building, never to return. Years of tireless work for his beloved cause of European unity had led to nothing but failure. Frustrated, angry, and incredibly bitter, Nicole decided that where persuasion had failed, force would do the trick.

He spent the next several years transforming himself into a living agent of destruction. He studied with terrorists and martial arts masters, learning how to fight, kill, and cause mayhem and paranoia throughout society. He hired the best underworld surgeons and technicians, and had himself transformed. Bulletproof plastics were inserted under his skin, muscle grafts were sewn onto existing muscles, and special weapons

were designed specifically for him. When the treatments were done, he went back to his training facilities to learn how to use his new body.

And when he was done, Danar Nicole was no more. In his place stood *Fiacho*.

Personality/Motivation: Fiacho's name — an Esperanto word meaning “very bad” — encapsulates his background and personality perfectly. It's a word from a created language intended to unify mankind, twisted to other purposes — just like Nicole, once an ardent pan-European patriot, has become twisted by rage into a vicious conqueror. And the meaning of the word is important, too; it reflects Fiacho's attitude about both himself and the people of the world. The fanaticism he

once focused on unifying Europe through politics has been transformed into an obsession with conquering Europe and forcing it to unify under his rule — an obsession so strong it literally drove him to “improve” himself through radical surgery and bio-engineering.

Where once he was gentle and peaceful, Fiacho is now cruel, brutal, and ruthless. He has murdered dozens of people with his own hands, and would think nothing of killing dozens more — or even detonating a nuclear device in an urban area, if he believed doing so would advance his purposes. Normally cold and calculating, he’s sometimes prone to outbursts of rage (particularly when insulted or mocked), and has a strong vengeful streak, as many of his former European Parliament adversaries have learned to their sorrow.

Quote: “The destiny of the European millions is at stake here — and I intend to see that they fulfill it, whether they like it or not.”

Powers/Tactics: Thanks to the extensive surgical and bio-engineering processes he underwent, and years of training and combat experience, Fiacho is a deadly combatant with abilities far in excess of even an elite forces soldier. With eight times the strength of a normal man, he can use his martial arts skills to hit with lethal force, and pick just the right weak spot for a devastating blow. Dermal armoring implanted under his skin distorts his appearance, but provides needed protection; he supplements it with an armored costume.

When his martial arts abilities aren’t enough, Fiacho has several weapons he can employ. His Micro-Flechette launcher fires tiny explosive flechettes capable of penetrating heavy body armor, and he also carries pellets of corrosive gas that not only make good weapons, but are useful for eating through doors and walls to create an alternate escape route. When fighting in hand-to-hand combat, he activates his Sonic Disorientator, which plays hob with an opponent’s balance and agility. If necessary he can generate a cloud of smoke laced with anaesthetic gas to weaken his opponent further (he uses his Combat Sense to ignore the smoke, and the gas is tailored to have no effect on him).

In addition to his combat abilities, Fiacho is a skilled tactician, a knowledgeable and persuasive politician, and a student of many subjects. Even if he can’t fight physically, his brilliant, twisted mind will be working hard to find other ways to hurt his enemies.

Campaign Use: See introductory text for general information. Fiacho is a fanatic, and should be played as such. You should present him as obsessed, over the top, utterly irrational when it comes to achieving his goals. The danger he poses should never leave the PCs’ minds; one slip on their parts, and Fiacho will escape, probably leaving dozens or thousands of corpses in his wake.

Fiacho is a dangerous Hunter. His vengeful-

ness makes it difficult for him to Hunt anyone on less than an 11-, and he approaches Hunting the same way he approaches his other missions — from the perspective of a fanatic terrorist. He’d think nothing of blowing up an entire building to affect one superhero, of killing the hero’s DNPCs to send a message, or holding thousands of people hostage to force his quarry to walk into a trap. He won’t bother trying to capture his adversary; he’ll go for the kill every time.

If Fiacho is a little too powerful for your game, get rid of some of his Martial Maneuvers, his Find Weakness, one or two of his weapons, and perhaps his Combat Luck. If you need to make him stronger, increase his STR to 35 or 40, his SPD to 6 or 7, and/or give him more weapons.

Appearance: Once a handsome man about six feet tall, Fiacho has obviously undergone surgical alteration and augmentation. The dermal implants which protect him from attacks have altered his features and added both bulk and a little height. In some places on his body, cybernetic implants, muscle grafts, or the like are visible. His costume consists of dark-colored pants and a red and grey high-collared tunic, both made of high-tech cloth to offer further protection against injury.

DURAK

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
				Total: 30 PD (30 rPD)
				Total: 30 ED (30 rED)
				Phases: 3, 5, 8, 10, 12
22	REC	0		
80	END	0		
75	STUN	0		
				Total Characteristics Cost: 251

Movement: Running: 6”/12”
Leaping: 24”/96”

Cost	Powers	END
17	<i>Super-Strong Muscles:</i> Reduced Endurance (½ END; +¼) on 70 STR (3 END)	0
14	<i>Super-Tough Skin:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Super-Tough Skin:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
3	<i>Mask Lenses:</i> Sight Group Flash Defense (5 points); OIF (-½)	0
14	<i>Bracing:</i> Knockback Resistance -7”	0
5	<i>Super-Tough Skin:</i> Lack Of Weakness (-5) for Normal Defenses	0
15	<i>Super-Strong Legs:</i> Leaping +10” (24” forward, 12” upward), x4 Noncombat	1
6	<i>Wrist Radio:</i> Radio Perception/	

DURAK PLOT SEEDS

Durak hears a news report claiming a PC “brick” is stronger and tougher than he is. He sets out to prove the news report wrong.

Durak expresses his general contempt for a captured VIPER agent by crushing him. Unfortunately, the agent had information Fiacho wanted. Not wanting to make Fiacho angry, Durak decides to trick the PCs into attacking VIPER so he can either (a) get the information from them, or (b) sneak into the VIPER Nest after them and retrieve it himself.

Durak decides to wreak a little havoc in Moscow just when the PCs are there for a cultural exchange, goodwill tour, or vacation. The fight attracts the attention of Russian villains, and eventually Eurostar, leading to a massive melee.

Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)

Perks

- 10 Base: contribution to team’s base
- 6 Contacts: Russian organized crime 11-

Skills

- 20 +4 Hand-To-Hand
- 3 Climbing 14-
- 3 Interrogation 14-
- 1 KS: European Politics 8-
- 2 KS: Russian Organized Crime 11-
- 1 Language: English (basic conversation; Russian is native)
- 1 Language: Esperanto (basic conversation)
- 3 Teamwork 14-

Total Powers & Skills Cost: 161

Total Cost: 412

200+ Disadvantages

- 10 Distinctive Features: smashed, scarred face (Concealable With Difficulty; Noticed And Recognizable)
- 25 Enraged: in combat (Very Common), go 11-, recover 11-
- 15 Enraged: when fighting Russians (Uncommon), go 11-, recover 11-
- 25 Hunted: New Knights Of The Round Table 8- (Mo Pow, NCI, Capture)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Loves To Fight (Very Common, Strong)
- 15 Psychological Limitation: Hates Russia And Russians (Common, Strong)
- 15 Psychological Limitation: Contempt For Normal Humans (Common, Strong)
- 15 Reputation: “the fist of Fiacho,” 11- (Extreme)
- 15 Social Limitation: Public Identity (Igor Sterankov) (Frequently, Major)
- 32 Experience Points

Total Disadvantage Points:

412

Background/History: Igor Sterankov was just a punk kid growing up in Moscow during the final decline of the Soviet Union. Uninterested in school, he quickly drifted in with Russian organized crime gangs. Big, tough, and strong, he was a perfect enforcer and legbreaker for his bosses, and he enjoyed his work.

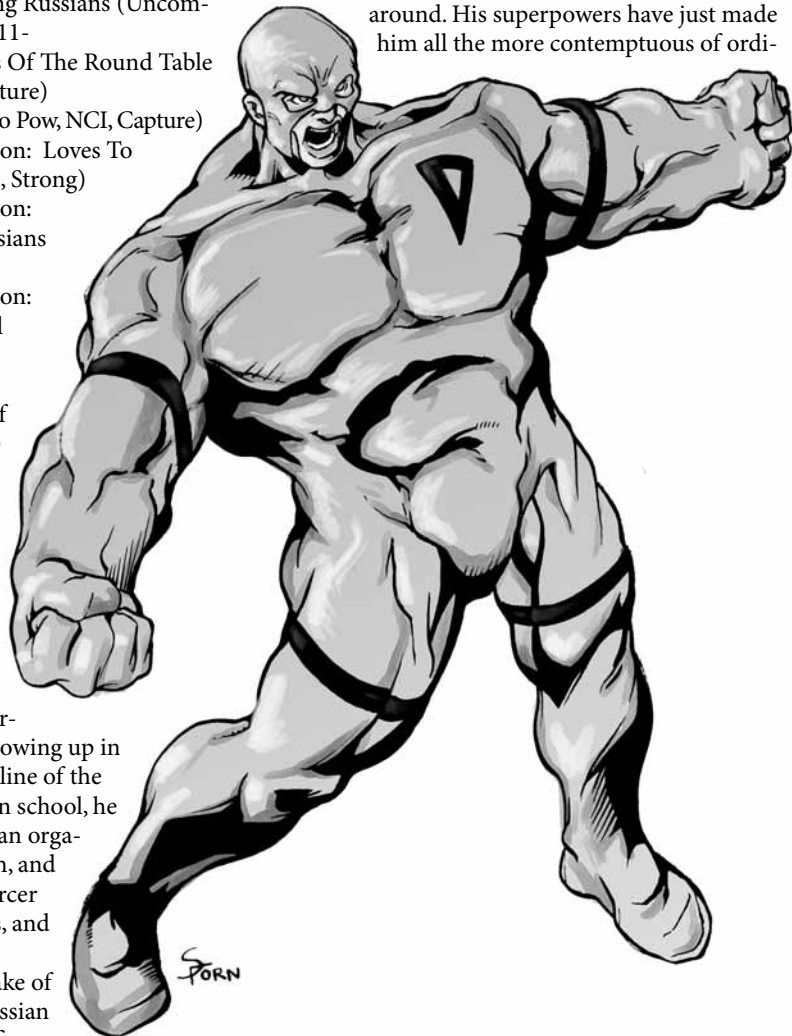
Then he made the mistake of getting into a fight with a Russian Army officer in a bar. The officer

called for backup, and pretty soon Sterankov was at the center of a melee involving a dozen trained Russian soldiers. They held him down and beat him unmercifully, their punches shattering his jaw and ruining his face forever. Then they turned him over to the KGB to serve as a test subject in ongoing superhuman-soldier experiments.

The treatments, involving chemical injections, sensory deprivation chambers, neuro-electrical stimulation, and other such pleasantries, worked only too well. They enraged Sterankov, somehow allowing him to tap reserves of power and strength he didn’t know he had. He smashed his way out of the cell they put him in, out of Lubyanka Prison, and out of Russia and into Poland, destroying buildings, tanks, and anything else he could get his hands on along the way. That’s where Fiacho found him, rescued him from the Russian Army, and made him the first recruit for Eurostar.

Durak has served Eurostar loyally, since being a part of the team has given him plenty of opportunities to engage in the fighting and wholesale destruction he loves. The media often refers to him as “the fist of Fiacho,” since Eurostar’s evil leader has but to point or give an order, and Durak leaps into devastating action.

Personality/Motivation: Durak is nothing but a thug who got lucky. He loves to fight, break things, hurt people, and throw his considerable weight around. His superpowers have just made him all the more contemptuous of ordi-



nary people; if you're not superhuman, you're just a gnat to be swatted, as far as he's concerned.

Quote: "Breaking your back will be good warm-up."

Powers/Tactics: One of the strongest superhumans in the world, Durak is a powerful hand-to-hand combatant who delivers punches that can penetrate tank armor and shrugs off soldiers' gunfire as if they were kids with peashooters. He has little grasp of tactics (though he does know how to team up with other Eurostar members to maximize their effectiveness); he prefers to just leap into the middle of battle and begin swinging his fists. He's surprisingly fast and agile for someone of his size, which sometimes takes his opponents by surprise. Given a decent chance of success, he'll plant his feet and prepare to unleash a Haymaker on his opponent.

Durak's biggest weakness is his low EGO; he's an easy target for heroic mentalists or mystic supers with mind-controlling spells. If this becomes too much of a problem, Fiacho will design a Psychic Shield for his mask (*i.e.*, Durak will buy some Mental Defense on a Focus).

Campaign Use: See introductory text for general information. Durak is really nothing more (or less) than major muscle for Eurostar; he has all the depth of a wading pool.

If Durak is too strong and powerful for your game, reduce his STR to 60, get rid of his Super-Strong Muscles power, and reduce his defenses to 25. If he's not tough enough to go toe-to-toe with PC bricks and have at least an even chance of beating them, increase his STR and defenses until he's on par.

Durak's unlikely to Hunt a hero, unless Fiacho orders him to. In that case, he'll simply track the hero down, ambush him with a Move Through leap, and then begin punching until the target is dead or disabled.

Appearance: Nearly seven feet tall and weighing over 300 pounds, Durak is an enormous mass of super-strong muscle. His costume is a grey bodysuit with red highlights (including a D on his left breast) and a half-face mask (with protective lenses to shield his eyes from bright lights). His lower left face is permanently mis-shapen and scarred due to the beating he received from the KGB agent.

Strength Upon Strength

'I may be the strongest man in Britain, but not in Europe — Durak's got me there. The first time we fought, he nearly broke my arm. And he's fast, too. Since then I've learned how to cope with him, but it takes cleverness as much as strength.'

— *Bastion of the New Knights of the Round Table*

FEUERMACHER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
6	COM	-2	10-	
				Total: 22 PD (16 rPD)
6	PD	4		Total: 34 ED (24 rED)
10	ED	5		Phases: 3, 5, 8, 10, 12
5	SPD	19		
7	REC	0		
50	END	0		
35	STUN	7		Total Characteristics Cost: 122

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers END

56	<i>Fiery Form:</i> HKA 2d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¼), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No STR Bonus (-½)	0
62	<i>Fiery Attacks:</i> Multipower, 62-point reserve	
6u	1) <i>Fiery Blast:</i> Energy Blast 10d6, Reduced Endurance (½ END; +¼)	2
6u	2) <i>Melting Blast:</i> RKA 3d6, Reduced Endurance (½ END; +¼)	2
6u	3) <i>Fireball:</i> Energy Blast 8d6, Explosion (+½)	6
6u	4) <i>Fiery Forms:</i> RKA 2d6, Indirect (always originates from Feuermacher, but can strike target from any angle; +½), +1 Increased STUN Multiplier (+¼), Reduced Endurance (½ END; +¼)	2
30	<i>Fiery Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Fiery Flight:</i> Flight 20", Reduced Endurance (0 END; +½)	0
30	2) <i>Fiery Protection:</i> Force Field (16 PD/24 ED), Reduced Endurance (0 END; +½)	0
40	3) <i>Fiery Prison:</i> RKA 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½); Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½)	0
43	4) <i>Fiery Wall:</i> Force Wall (0 PD/10 ED), Transparent (physical; +½), Reduced Endurance (½ END; +¼) plus RKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼); No Knockback (-¼), Linked (-½)	4
4	<i>Fiery Form:</i> Life Support (Safe Environments: Intense Cold, Intense Heat)	0

Perks

10 Base: contribution to team's base

Skills

9 +3 with Fiery Attacks Multipower

FEUERMACHER PLOT SEEDS

Feuermacher discovers that the mysterious employer who sent him on the X-53 job years ago was actually ARGENT. Now he's ready to get revenge — and he doesn't care how many innocents he has to hurt in the process.

The PCs receive word that Feuermacher has just attacked a bank downtown and is in the process of robbing it. Not only is this a good chance to capture him when his teammates aren't around to help him, but it must mean Eurostar's in the city somewhere planning something...

Feuermacher kidnaps a DNPC or prominent NPC who's a scientist, because he thinks (based on the character's latest work) that the scientist can develop a cure for his fiery condition.

- 3 Climbing 13-
- 2 AK: Africa 11-
- 2 AK: Europe 11-
- 2 AK: South America 11-
- 2 KS: The Military/Mercenary/Terrorist World 11-
- 2 KS: The Superhuman World 11-
- 2 Language: English (fluent conversation; German is native)
- 1 Language: Esperanto (basic conversation)
- 3 Shadowing 13-
- 4 Survival (Temperate/Subtropical, Tropical) 13-
- 3 Tactics 13-
- 3 Teamwork 13-
- 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 370

Total Cost: 492

200+ Disadvantages

- 25 Hunted: New Knights Of The Round Table 8- (Mo Pow, NCI, Capture)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Sight PER Roll 10-, All Other PER Rolls 8- (All The Time, Greatly Impairing)
- 15 Psychological Limitation: Spendthrift (Common, Strong)
- 15 Psychological Limitation: Contempt For Normal Humans (Common, Strong)
- 15 Reputation: destructive terroristic supervillain, 11- (Extreme)
- 15 Social Limitation: Public Identity (Hanz Zeldte) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from Water attacks (Uncommon)
- 152 Experience Points

Total Disadvantage Points: 492

Background/History: Hanz Zeldte was once a mercenary with a well-deserved reputation for taking on any job, no matter how reprehensible or dangerous, if the pay was good. A mysterious employer offered him a small fortune to obtain samples of an experimental fuel called "X-53" from a French research corporation. Zeldte didn't know what X-53 was, but for that much money, he didn't care. He took the job.

The mission went perfectly at first. He and his team penetrated the company's security, got inside,

and found the lab without any problem. But it took so long to find the X-53 that the guards spotted them. Grabbing the container of X-53, Zeldte ran for it. A stray bullet from one of the guards' pistols shattered the container, dousing Zeldte with the fuel. To his horror, he burst into flame! He fell to the ground screaming, rolling in the dirt to try to put the flames out... only to discover, a few seconds later, that he was on fire, but not feeling any pain at all. Then he passed out from shock.

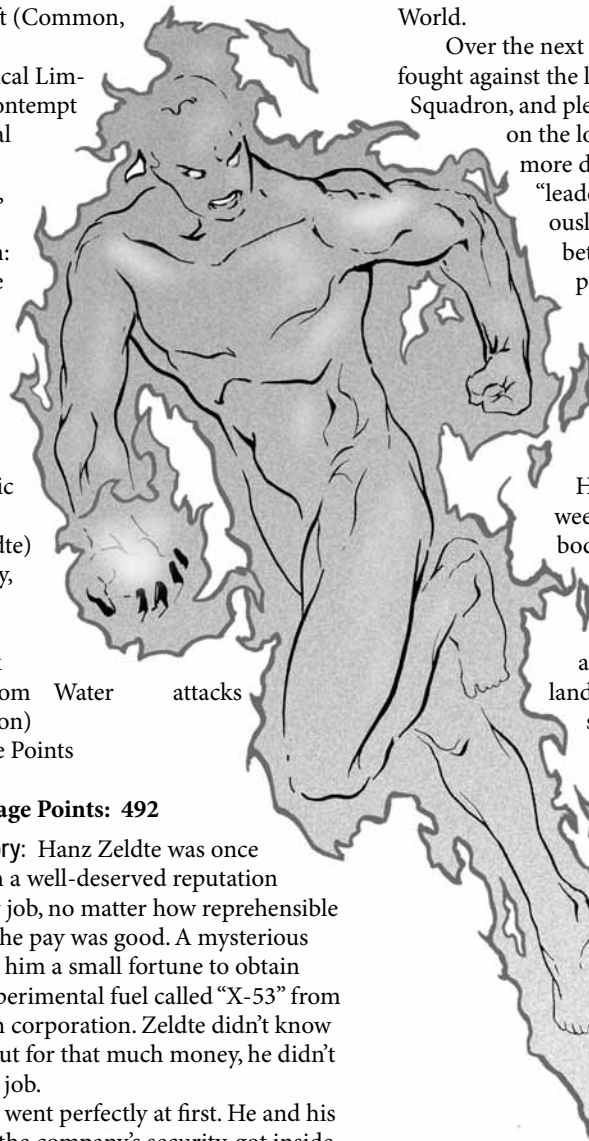
He awoke in a special hospital, one maintained by L'Institut Thoth to help people with unusual superhuman conditions. He was in a bed — a bed with asbestos sheets, because his body was still on fire! In fact, according to the doctors, he was going to remain on fire permanently. Somehow the X-53 had interacted with his cellular structure to cause an instantaneous, irreversible mutation.

As Zeldte tried to come to terms with his new body, he was contacted by the evil mastermind Professor Muerte. Muerte thought Zeldte would be a perfect addition to his Terror, Inc. villain team — and the pay was *excellent*. Zeldte had had enough of the hospital anyway, so he took the Professor up on his offer. Christening himself *Feuermacher* (Firemaker), he became a part of the Superhuman World.

Over the next several years, Feuermacher fought against the likes of the Sentinels, the Justice Squadron, and plenty of other heroes — usually on the losing end. He became more and more disgusted with Professor Muerte's "leadership"; the man was dangerously insane. It was time to find a better job, with a better class of people. It was about then that his teammate Scorpia approached him about the possibility of getting rid of Muerte and joining Eurostar — a villain team with a much better reputation in Feuermacher's eyes.

He jumped at the chance. A few weeks later he dropped Muerte's body, encased in the ruins of powered armor he'd melted into a solid cocoon of slag, into the deeps of the Pacific. Then he and Scorpia set out for Switzerland, and he's been doing great ever since.

Personality/Motivation: Feuermacher carries a lot of rage and bitterness around with him over his condition — which keeps him from interacting with ordinary people in any meaningful way, and often makes day-to-day life difficult — but he masks it through a combination of professionalism and wise-cracking. Only in battle does he really give vent



to his anger, and even then he tends to joke around a lot (though his opponents rarely find his jokes amusing). He shares Durak's contempt for ordinary people (another defense mechanism). If given the chance to reverse his condition, even if it meant risking his life, he'd take it.

Since he knows he's cut off from many types of entertainment, Feuermacher is willing to spend prodigious amounts of money on those types he *can* enjoy (like buying recorded music or movies by mail order). Despite making so much money as part of Eurostar, he's perpetually strapped for cash, and sometimes pulls "side jobs" on his own to keep his pockets lined.

Feuermacher has a little bit of a crush on Scorpia. He knows nothing can ever come of it, but he still looks out for her a little more in combat and would protect her before any of the others if he had to make a choice.

Quote: "Things getting a little hot for you, hero?"

Powers/Tactics: Although not as powerful or versatile as the likes of Firewing, Feuermacher possesses a useful suite of fire-based superpowers. He can fly, generate various types of fire-bolts, surround his foes with walls or cages made of pure fire, and melt or deflect incoming attacks with the fiery mantle that surrounds his body. Perhaps his most unusual ability, the one from which he takes his name, is Fiery Forms — the ability to sculpt flame into semi-solid objects before using it to attack. For example, he might create a fire-hawk that swoops around to hit an opponent in the back, or a fire-disk he can arc over an enemy's Force Wall.

Feuermacher's body is on fire permanently, making it dangerous for other characters to touch him (or let him touch them). His flames only go out if there's no oxygen to support them, and they return as soon as they have access to oxygen. Eurostar's headquarters and equipment include fireproofed sections able to withstand his flames so he can try to live a quasi-normal existence. Unfortunately, the flames interfere with his ability to perceive things, and make it impossible for him to wear a wrist radio like his teammates do.

Campaign Use: See introductory text for general information. If Feuermacher is too powerful for your game, get rid of his Melting Blast and Fireball Multipower slots, and then move Fiery Prison and Fiery Wall into the Multipower (increasing the reserve as needed to accommodate them). If you need him to be more powerful, give him some additional Multipower slots, and increase the strength of his Force Field.

As a Hunter, Feuermacher is smart and aggressive. His fiery body makes it impossible for him to use subtle tactics against his target, but he can shadow him from a distance, learn as much as possible, and then plan an ambush.

Appearance: Feuermacher looks like a tall, athletic man sheathed in flame from head to foot. Sometimes he shapes the flames into boots, gauntlets, and a sort of mask at the appropriate places, just to give himself a little more visual definition.

MENTALLA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
				Total: 24 PD (16 rPD)
8	PD	6		Total: 26 ED (16 rED)
10	ED	6		Phases: 2, 4, 6, 8, 10, 12
6	SPD	30		
10	REC	8		
60	END	10		
30	STUN	4		Total Characteristics Cost: 169

Movement: Running: 6"/12"
Flight: 16"/32"

Cost	Powers	END
87	<i>Mental Powers:</i> Multipower, 87-point reserve	
9u	1) <i>Mindblast:</i> Ego Attack 7d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>Mindscares:</i> Mental Illusions 14d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Mindbar:</i> Mind Control 14d6, Reduced Endurance (½ END; +¼)	3
9u	4) <i>Mindspeech:</i> Telepathy 14d6, Reduced Endurance (½ END; +¼)	3
8u	5) <i>Mindwipe:</i> Drain EGO 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), Range (+½), Reduced Endurance (½ END; +¼)	3
87	<i>Mindfinding:</i> Mind Scan 14d6, Reduced Endurance (½ END; +¼)	3
20	<i>Psychokinetic Abilities:</i> Elemental Control, 40-point powers	
20	1) <i>Psychokinetic Shield:</i> Force Field (16 PD/16 ED), Reduced Endurance (½ END; +¼)	1
20	2) <i>Psychokinetic Flight:</i> Flight 16", Reduced Endurance (½ END; +¼)	1
13	3) <i>Psychokinetic Defense:</i> Missile Deflection (all Ranged attacks), Range (+1); Costs END (-½)	4
10	<i>Mindshield:</i> Mental Defense (15 points total)	0
5	<i>Mindshield:</i> Power Defense (5 points)	0
6	<i>Wrist Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks
10 Base: contribution to team's base

Skills
9 +3 with Mental Powers Multipower
6 +2 with Psychokinetic Powers Elemental Control

MENTALLA PLOT SEEDS

Mentalla learns Dr. Destroyer is about to begin another one of his schemes to conquer the world. Rather than put herself in danger, she tips off the PCs, subtly guiding and helping them to oppose him. What will the PCs do when they learn who's been assisting them?

Menton and Mentalla decide to play a "wargame," using the people of Millennium City to battle each other in a vast sort of chess game. Can the PCs figure out what's behind all the weird behavior, and if so how can they stop it? What happens if the twins decide to make the PCs — or their loved ones — part of the game?

Mentalla discovers, to her shock, that she's pregnant! She has vague — oddly vague — recollections of spending time with a male PC. What's going on, and what will she do to get to the bottom of the mystery?

- 3 Conversation 13-
- 3 High Society 13-
- 2 KS: Dr. Destroyer 11-
- 2 KS: European History 11-
- 2 KS: Philosophy 11-
- 2 KS: Spanish History 11-
- 2 KS: The Superhuman World 11-
- 2 Language: English (fluent conversation; Spanish is native)
- 1 Language: Esperanto (basic conversation)
- 1 Language: Italian (basic conversation)
- 3 Power: Mentalism 14-
- 3 Power: Psychokinesis 14-
- 3 Riding 13-
- 3 Teamwork 13-

Total Powers & Skills Cost: 369

Total Cost: 538

200+ Disadvantages

- 15 Enraged: when someone resists her Mind Control (Uncommon), go 11-, recover 11-
- 20 Hunted: New Knights Of The Round Table 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Disdainful Of Normals; Considers Other Peoples' Minds Her Playthings (Common, Strong)
- 10 Psychological Limitation: Hatred Of Dr. Destroyer (Common, Moderate)
- 15 Reputation: dangerous mentalist supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Isabella Medina) (Frequently, Major)
- 228 Experience Points

Total Disadvantage Points: 538

Background/History: A daughter of the Medinas of Spain, and twin sister to the world-infamous Menton, Isabella Medina comes from a rather distinguished lineage (see page 29 for details). When she was young, her parents turned her and her brother over to Dr. Destroyer to become experimental subjects in his psionics program. Destroyer unlocked the twins' psionic potential, making Menton extremely powerful and Isabella, code-named "Mentalla," less so — but still quite powerful in her own right.

Mentalla served Dr. Destroyer as a spy and assassin for many years. After his "death" in 1992, when Menton left his service, Destroyer was unable to take vengeance upon Menton for fear of exposing the fact that he still lived to the world — but he could punish Mentalla in Menton's stead. After Mentalla recovered from the vicious beating Destroyer administered, she made up her mind to leave as well — if that's how Destroyer repaid years of faithful service, she wanted no further part of him. But she needed somewhere to go, and someone to help protect her from Destroyer's other servants; unlike Menton, she lacked the raw

power to do that on her own.

That's when she thought of Eurostar.

Destroyer had once assigned her to investigate the group and assess its danger to his overall plans, and Mentalla had been struck by how much she had in common with Fiacho. Like him, she was intrigued by political philosophy and social theories, and to some extent she sympathized with his desire to lead Europe. When the right opportunity arose, she abandoned Destroyer and sought out Eurostar to apply for membership.

At first the group was highly suspicious of her, especially given the nature of her powers. But she never did anything to justify their worries, and it quickly became apparent just how useful her psionic abilities were to the group. By 1995, she'd been removed from provisional status and made a full-fledged member, and she remains so to this day.

Personality/Motivation: The first impression Mentalla gives is a good one — she seems smart, reasonably friendly, and self-confident.

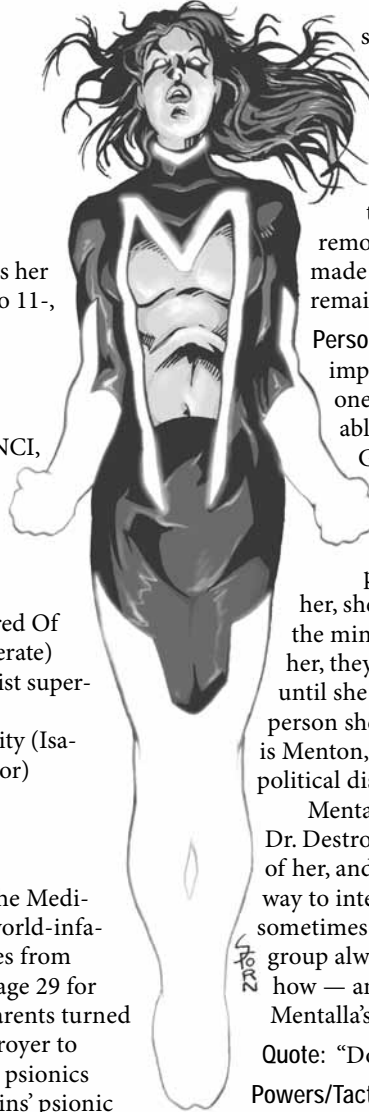
Get to know her a little better, though, and her true personality emerges. Self-assured to the point of arrogance, and completely disdainful of those around her, she thinks nothing of manipulating the minds of others as she sees fit. To her, they're just toys to keep her amused... until she decides to break them. The only person she truly seems to love and respect is Menton, though she does enjoy having political discussions with Fiacho.

Mentalla retains a bitter hatred of Dr. Destroyer because of his "betrayal" of her, and sometimes goes out of her way to interfere with his operations. This sometimes puts Eurostar at peril, but the group always manages to survive somehow — and if necessary it can always ask Mentalla's brother for some help.

Quote: "Don't mind if I do."

Powers/Tactics: Mentalla possesses powerful psionic and psychokinetic abilities — not nearly as powerful as her brother Menton, but more powerful than most other mentalists. She is particularly good at taking a person's willpower and reducing it to next to nothing; the victim won't recover for hours. While in this "mind-wiped" state, a victim is even more easily manipulated by her other mental powers, making it quite easy for Eurostar to interrogate captives or plant mental commands in peoples' minds.

Mentalla usually hangs back in battle, since she has relatively low defenses for the group and is also relatively slow. If possible she'll find cover far from the center of the fight and use her Mental Powers via Line Of Sight. She can also deflect attacks away from her comrades, a valuable ability



in many combats.

Campaign Use: See introductory text for general information. To make Mentalla more powerful, add some Multipower and/or Elemental Control slots that allow her to affect physical objects in addition to minds — a Telekinesis slot, definitely, and perhaps an RKA defined as ripping things apart or piercing them with psychokinetic darts. You should also consider giving her some extra SPD just for the use of her mental powers, like her brother Menton has (see page 28). To make her less powerful, reduce her Multipower to a 75 Active Point reserve (or even 60, if appropriate).

Mentalla rarely Hunts heroes, but if someone makes her angry enough, she'll do it. Her usual *modus operandi* is to learn as much as she can about the character (often via Telepathy), and then use her mental powers to ruin his life. She'll make friends and family treat him badly and abandon him, the IRS audit him every year, people accidentally run over him with their cars, and so forth. Only when the victim is truly desperate and miserable will she reveal what she's done, gloat, and then close in for the kill.

Appearance: Mentalla wears a dark bodysuit-like costume with a stylized M on the front. She keeps her dark hair long and unbound. Her eyes are green, and her face and figure remarkably beautiful. She does not wear a mask, but has so far managed to keep her identity concealed because she grew up in Destroyer's care... and he makes few of his records public.

SCORPIA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
6	PD	3		Total: 14 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	10		
50	END	5		
38	STUN	0		Total Characteristic Cost: 151

Movement: Running: 9"/18"
Leaping: 6"/12"
Swinging: 10"/12"

Cost Powers **END**

- 18 *Throwing Blades:* Multipower, 30-point reserve, 12 Recoverable Charges for entire reserve (+¼); OAF (-1) [12rc]
- 1u 1) *Single Blade:* RKA 2d6; OAF (-1), Range Based On STR (-¼)
- 1u 2) *Multiple Blades:* RKA 1d6, Autofire (up to 5 shots, +½); OAF (-1), Range Based On STR (-¼)

- 51 *Curare-Tipped Darts:* RKA 4d6, NND (defense is Life Support [Immunity: Curare]; +1), Does BODY (+1); OAF Fragile (-1¼), No Knockback (-¼), Must Target Unarmored Hit Locations (-½), Range Based On STR (-¼), 12 Charges (-¼) [12]
- 29 *Scorpias Sting:* HKA 1d6 (1½d6 with STR), Armor Piercing (+½); OAF (claws; -1) **plus** Drain STUN 5d6; OAF (claws; -1), Linked (-¼), Only Works When Claws Do BODY (-¼), 12 Charges (-¼) 1 + [12]
- Martial Arts: Karate*
- Maneuver** **OCV** **DCV** **Notes**
- 4 *Atemi Strike* -1 +1 3d6 NND(1)
- 4 *Block* +2 +2 Block, Abort
- 4 *Disarm* -1 +1 Disarm, 35 STR
- 4 *Dodge* +0 +5 Dodge all attacks, Abort
- 3 *Legsweep* +2 -1 6d6; Target Falls
- 4 *Knifehand Strike* -2 +0 HKA 1d6 (2d6 with STR)
- 4 *Punch/ Snap Kick* +0 +2 7d6 Strike
- 5 *Side/Spin Kick* -2 +1 9d6 Strike
- 8 +2 Damage Classes (already added in)
- 16 *Armored Costume:* Armor (8 PD/8 ED); OIF (-½) 0
- 3 *Curare Tolerance:* Life Support (Immunity: Curare) 0
- 6 *Fast Runner:* Running +3" (9" total) 1
- 3 *Strong Leaper:* Leaping +3" (6" forward, 3" upward) 1
- 5 *Swingline:* Swinging 10"; OAF (-1) 1
- 3 *Nightsight Lenses:* Nightvision; OIF (-½) 0
- 6 *Wrist Radio:* Radio Perception/ Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼) 0

Perks

- 10 Base: contribution to team's base
- 6 Contact: the Provisional IRA 11-

Talents

- 6 Lightning Reflexes: +4 DEX to act first with All Attacks
- 3 Lightsleep

Skills

- 9 +3 with Throwing Blades and Poisoned Darts
- 16 +2 with All Combat
- 20 +2 Overall
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Computer Programming 12-
- 5 Demolitions 13-
- 3 Disguise 12-
- 3 KS: The Espionage World 12-
- 3 KS: The Military/Mercenary/Terrorist World 12-
- 2 KS: The Superhuman World 11-
- 1 Language: Esperanto (basic conversation; English is native)
- 2 Language: Spanish (fluent conversation)

SCORPIA PLOT SEEDS

Scorpia discovers how Mentalla has been influencing her thoughts. Rather than attack her directly — a dangerous proposition at best — she decides to manipulate the PCs into doing it for her. She begins to leave clues for them that will, she hopes, lead them to Mentalla's secret identity and provoke a battle.

One of Scorpia's old friends in the Provisional IRA appeals to her to get Eurostar to help with a major attack on the British. Can the PCs find out about the "partnership" and stop it before dozens of British soldiers lose their lives?

Hoping to improve her arsenal, Scorpia begins kidnapping espionage agents and assassins around the globe. When they hear about this strange crimewave, what will the PCs do?

- 1 Language: Irish (basic conversation)
- 3 Lockpicking 14-
- 3 SS: Chemistry 12-
- 3 SS: Pharmacology/Toxicology 12-
- 3 Security Systems 12-
- 3 Stealth 14-
- 3 Streetwise 13-
- 3 Systems Operation 12-
- 3 Tactics 12-
- 3 Teamwork 14-
- 7 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Small Motorized Boats, SCUBA, Parachuting (Basic and Advanced)
- 7 WF: Small Arms, Blades, Thrown Blades, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons

Total Powers & Skill Cost: 325

Total Cost: 476

200+ Disadvantages

- 25 Hunted: New Knights Of The Round Table 11- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Bloodthirsty And Sadistic (Very Common, Strong)
- 15 Psychological Limitation: Vain (Common, Strong)
- 15 Reputation: cold-blooded killer/terrorist, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Fiona O'Brady) (Frequently, Major)
- 166 Experience Points

Total Disadvantage Points: 476

Background/History: Fiona O'Brady was born and raised in one of the worst parts of Belfast, Northern Ireland, where sectarian violence was frequent and bloody. The daughter of devout Catholics, with a father who belonged to the Provisional IRA, it was only natural that she got involved in the Troubles at an early age. She started throwing rocks at Protestant children, and then at British soldiers. With her quick wits and quick hands, she was always able to hit her mark and then get away before the Brits could catch her.

Recognizing her talent and potential, the Provos made her one of their own and began to train her. She became a talented amateur chemist, with a particular affinity for poisons and bombs. Before long she was such a problem for the British that she earned herself a nickname — Scorpia — and took to wearing a mask when she went on jobs, so the enemy couldn't identify her.

But then a member of her cell tripped up, and the British found out where the group was hiding. With the soldiers clos-

ing in, Scorpia abandoned them and escaped. She hadn't cared about the cause much for a long time — it was the violence and bloodshed themselves that drew her, like a moth to a flame. She made her way to the Middle East, using her contacts in the terrorist underworld to find a job training other terrorists in hidden camps in Iraq. That was where the megalomaniacal Professor Muerte found her. Amused by the idea of a beautiful Irishwoman teaching foul-mouthed Arabs terrorism tactics, he offered her a position in his organization — Terror, Inc. Ever eager for the opportunity to commit more mayhem and acquire greater power, she accepted.

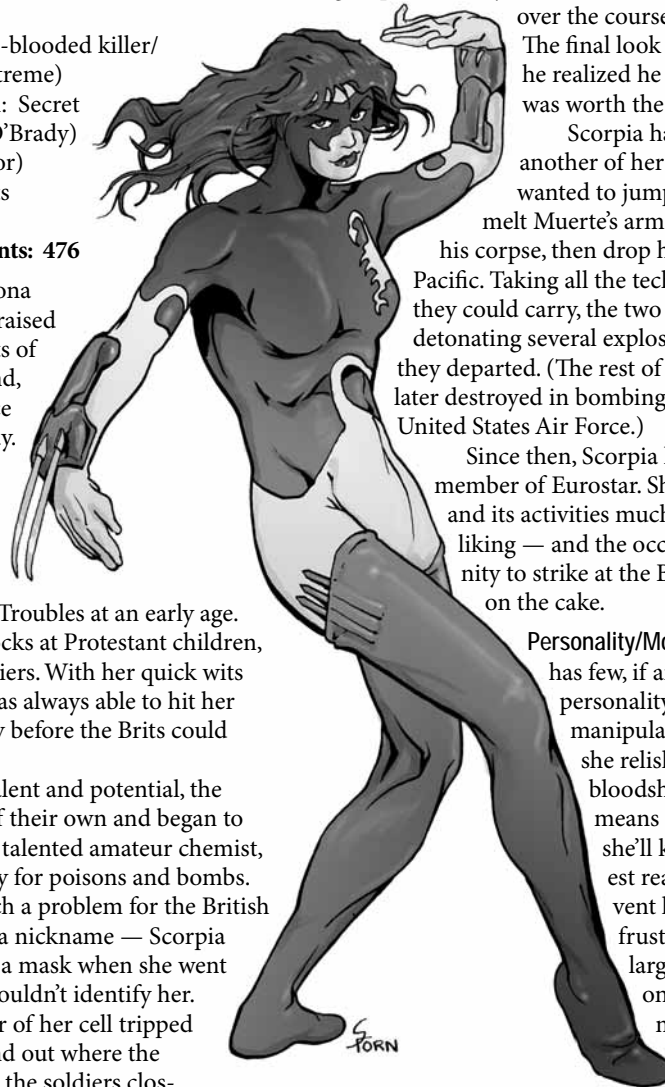
Scorpia was part of Terror, Inc. for several years, but eventually it began to pall. Muerte was too unstable and dangerous to work with anymore. Looking about for other options, she saw Eurostar. That seemed like the perfect fit. But when she put out feelers, she was rebuffed — Eurostar didn't need any more members just yet.

So she waited, and bided her time. When the VIPER-Eurostar War broke out, and Bora and the Whip were killed, she knew Fiacho would need replacements, so she started laying plans for her escape. Using her feminine wiles, she got closer to Professor Muerte than ever before. Then, in 1998, when Fiacho contacted her to ask her to join his group, she betrayed Muerte, subtly poisoning him over the course of several weeks. The final look on his face, when he realized he was about to die, was worth the wait.

Scorpia had Feuermacher, another of her teammates who wanted to jump ship to Eurostar, melt Muerte's armor to slag around his corpse, then drop him into the Pacific. Taking all the technology and data they could carry, the two left for Europe, detonating several explosive packages as they departed. (The rest of the facility was later destroyed in bombing raids by the United States Air Force.)

Since then, Scorpia has been a loyal member of Eurostar. She finds the group and its activities much more to her liking — and the occasional opportunity to strike at the British is just icing on the cake.

Personality/Motivation: Scorpia has few, if any, redeeming personality features. Cold, manipulative, and cynical, she relishes violence and bloodshed. Human life means nothing to her; she'll kill for the slightest reason, even just to vent her momentary frustration. Planning large-scale attacks on society is even more fun, as far as she's concerned. Though she can



act like a nice, normal person for a while, eventually her need for violence will re-assert itself.

Scorpia is also extremely vain. She considers herself a rare beauty, and she's right, but she hates it when other women "challenge" her by looking prettier than she. Maiming and mutilation of the offending female often follow. Mentalla has dealt with this problem by mentally smacking Scorpia around the block, reducing her EGO to nothing and then instilling mental commands to "leave Mentalla alone." Periodically she reinforces these commands. If Scorpia ever breaks free from Mentalla's control, what she'll do to Isabella won't be pleasant... at least, not for Isabella.

Quote: "It's only proper that the last thing a man sees before he dies is a pretty face and a friendly smile, no?"

Powers/Tactics: Scorpia is a highly-trained terrorist, assassin, and martial artist, able to kill her opponents in a number of ways. She's an expert with blades and poisons, and commonly carries both throwing blades and curare-tipped darts. Her favorite weapon is "Scorpia's Sting," claws she wears on the back of her hands. When she slashes a victim with them, she can, if she chooses, inject a knockout drug. The victim typically awakens to find himself tied up and awaiting interrogation at the hands of a woman who finds torturing people exciting.

Lacking the raw power of her comrades, Scorpia tends to hang back in battle, fighting on the periphery and picking off targets her teammates have weakened. She often works with Fiacho to take on enemy martial artists.

Campaign Use: See introductory text for general information. To make Scorpia more powerful, give her more weapons — perhaps some other poisons, or some explosive grenades, or something more high-tech and clever (like the weapons Fiacho uses). You could also increase her SPD to 6, improve her defenses a bit, and maybe add some more Martial Maneuvers (or an Array with Fiacho; see *The Ultimate Martial Artist*, page 119). To weaken her, reduce her DEX to 20, remove about 15 points' worth of Skills, and get rid of the Curare-Tipped Darts (or reduce them to just 1 Charge).

Scorpia, as a trained killer, is a dangerous Hunter. She stalks her target the way she used to stalk British soldiers — she gathers intel, follows the target until she sees an opening, and then she strikes with a flurry of poisoned blades. Alternately, she might plant a bomb in the hero's car or at his house. She's perfectly willing to kill NPCs if she can't get at or affect the hero himself.

Appearance: Scorpia's costume is a two-tone blue costume — lighter blue on the legs, stomach, and gloves, darker blue on the upper body and half-face mask (which leaves her hair free). Her thigh-high boots are also dark blue; she keeps most of her throwing blades concealed in them. Over her left breast is a stylized scorpion symbol in light blue.

Out of costume, Fiona O'Brady is a beautiful young Irishwoman with red hair and green eyes. Her smile can light up a room, but in her eyes there's always a hint of darkness to counteract it.

ULTRASONIQUE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
				Total: 18 PD (10 rPD)
				Total: 18 ED (10 rED)
				Phases: 3, 5, 8, 10, 12
8	PD	5		
8	ED	3		
5	SPD	17		
8	REC	0		
46	END	0		
35	STUN	3		Total Characteristics Cost: 127

Movement: Running: 6"/12"
Swimming: 12"/24"

Cost	Powers	END
27	<i>Power Pack:</i> Endurance Reserve (200 END, 20 REC); OIF (-½)	0
37	<i>Technical Support:</i> Variable Power Pool (Gadget Pool), 30 base + 15 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Ultrasonique's Laboratory (-½)	var
47	<i>Sonic Gauntlets:</i> Multipower, 70-point reserve; all OIF (-½)	
5u	1) <i>Sonic Blast:</i> Energy Blast 14d6; OIF (-½)	7
4u	2) <i>Low-Powered Sonic Blast:</i> Energy Blast 9d6, Reduced Endurance (0 END; +½); OIF (-½)	0
4u	3) <i>Ultrasonic Blast:</i> Energy Blast 9d6, Armor Piercing (+½); OIF (-½)	7
4u	4) <i>Infrasonic Blast:</i> Energy Blast 9d6, Explosion (+½); OIF (-½)	7
5u	5) <i>Sonic Cone:</i> Energy Blast 7d6, Area Of Effect (8" Cone; +1); OIF (-½)	7
4u	6) <i>Shriekers:</i> Hearing Group Flash 15d6, Reduced Endurance (0 END; +½); OIF (-½)	0
20	<i>Armored Diving Suit:</i> Armor (10 PD/10 ED); OIF (-½)	0
7	<i>Armored Diving Suit:</i> Life Support (Self-Contained Breathing; Safe Environment: High Pressure); OIF (-½)	0
7	<i>Underwater Propulsion Pack:</i> Swimming +10" (12" total); OIF (-½)	1
17	<i>Sonar:</i> Active Sonar, Concealed (-5 to Hearing Group PER Rolls to detect the "pings"), Increased Arc Of Perception (360 Degrees); OIF (-½)	0
2	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
6	<i>Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

ULTRASONIQUE PLOT SEEDS

Ultrasonique discovers “they” have infiltrated the Department of Justice. He begins attacking courthouses, office buildings, and prisons associated with the DoJ to “drive them away.” The PCs have to figure out what’s going on and who’s behind the attacks — perhaps arriving just in time to corral an Ultrasonique-created jailbreak at Stronghold!

A psychiatrist at L’Institut Thoth believes she can cure Ultrasonique; she’s an expert on abnormal psychology and superhumans. But she needs to have him lured into a therapeutic situation without knowing exactly what’s going on; if he’s captured and forced to take part, her treatments won’t work. She appeals to the PCs for help. Can Ultrasonique be cured? What happens if he discovers he’s being tricked?

While experimenting with some new sonic devices, Ultrasonique discovers he can use certain sound waves to open a gateway to another dimension. Suddenly, Eurostar has an unstoppable new way to escape from the heroes. But maybe Ultrasonique’s device is slowly attracting the horrific residents of the other dimension, and giving them access to Earth....

Perks

10 Base: contribution to team’s base

Skills

- 6 +2 with Sonic Gauntlets Multipower
- 3 Computer Programming 13-
3 Electronics 13-
3 Inventor 13-
2 AK: French Beaches 11-
2 KS: European Politics 11-
2 KS: The Superhuman World 11-
2 Language: Braille (fluent “conversation”; French is native)
1 Language: English (basic conversation)
1 Language: Esperanto (basic conversation)
3 Power: Gadgeteering 13-
3 PS: Diver 13-
3 Stealth 14-
3 Systems Operation 13-
3 Teamwork 14-
3 TF: Large Motorized Boats, SCUBA, Small Motorized Boats
3 Scientist
1 1) SS: Marine Biology 11-
1 2) SS: Oceanography 11-
1 3) SS: Physics 11-
2 4) SS: Sonics 13-

Total Powers & Skills Cost: 257

Total Cost: 384

200+ Disadvantages

- 10 Distinctive Features: scarred face (Concealable With Difficulty; Noticed And Recognizable)
25 Hunted: New Knights Of The Round Table 8- (Mo Pow, NCI, Capture)
25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
25 Physical Limitation: Blindness (All The Time, Fully Impairing)
20 Psychological Limitation: Raving Paranoid; Trusts No One But Eurostar (Common, Total)
15 Reputation: French super-terrorist, 11- (Extreme)
15 Social Limitation: Public Identity (Jean Dubois) (Frequently, Major)
49 Experience Points

Total Disadvantage Points: 384

EXAMPLE POWERS FOR TECHNICAL SUPPORT POWER POOL

Auditory Pinpointer: Ultrasonique installs this device in his battlesuit as a backup for his sonar.

Increased Arc Of Perception (360 Degrees) and Targeting for Hearing Group (30 Active Points); OIF (-½). Total cost: 20 points.

Flight Pack: This device attaches onto Ultrasonique’s Underwater Propulsion Pack and allows him to fly.

Flight 15” (30 Active Points); OIF (-½). Total cost: 20 points.

Propulsion Enhancers: This device augments Ultrasonique’s Underwater Propulsion Pack, giving him even greater speed underwater.

Swimming +10” (22” total) (10 Active Points); OIF (-½). Total cost: 7 points.

Sonic Cutter: This short-range beam of focused sound can cut through most solid objects.

RKA 2d6 (30 Active Points); OIF (-½), Limited Range (4”; -¼). Total cost: 17 points.

Sound Mimicry System: This device allows Ultrasonique to create a wide variety of sound effects.

Hearing Group Images, -3 to PER Rolls, Increased Size (16” radius; +1) (28 Active Points); OIF (-½). Total cost: 19 points.

Stealth Enhancer: Ultrasonique uses this gadget to ensure the success of stealth missions.

Invisibility to Hearing Group (10 Active Points); OIF (-½). Total cost: 7 points.

Background/History: Jean Dubois, a physicist renowned for his skill with sonic devices who was also an accomplished SCUBA diver, was hired to work with the French Navy to develop new sensors for tracking torpedoes and submarines underwater. The project was going well until one of the torpedoes, which had not been properly disarmed, accidentally exploded near him. Bits of red-hot shrapnel struck him in the eyes, permanently blinding him.

Dubois awoke in the hospital several days later. He couldn’t see anymore, but he could hear. Out in the hall, doctors were whispering. He couldn’t make it all out, but he did hear his name. Slowly it dawned on him that they were plotting against him — he didn’t know why, but they were. Then he realized the “accident” with the torpedo hadn’t been an accident at all — the Navy was out to get him, too! Clearly, they were all jealous of his brilliance; they wanted his inventions for themselves.

Dubois’s paranoia only deepened over the next few weeks as he slowly healed. Then, one day, Danar Nicole came to visit him. Dubois remembered Nicole; the charismatic politician had helped him get funding for scientific progress on several occasions, and had always supported his work. Quietly, so the scheming doctors and nurses couldn’t overhear, Nicole explained everything to him. “They” were out to get Dubois because of his vocal support of the cause of pan-European unity that Nicole championed — they wanted him eliminated so he couldn’t help Nicole any more. But he and Nicole weren’t going to let them win, were they?

Dubois swore he’d do anything he could to help Nicole. He wouldn’t even let blindness slow him down; he could easily design a personal sonar device to compensate for the loss of his eyes. Nicole took Dubois away from the hospital, killing several

of those treacherous doctors on the way, and Eurostar had its next member.

Personality/Motivation: Ultrasonique is a seriously deluded paranoid. Convinced “they” are out to get him, he weaves every possible threat to his safety or well-being into an elaborate conspiracy theory. The only people he trusts are the members of Eurostar, who have proven themselves his friends again and again. When his ravings become too difficult to handle, or threaten to jeopardize a mission (because, for example, he veers away from the team to attack one of his many imagined enemies), Mentalla can mentally override his fears and calm him down, but that only works for a little while.

Quote: “Plot against us all you want, but you cannot silence me!”

Powers/Tactics: Ultrasonique’s powers derive from devices he’s built which use focused sonics to achieve various combat effects. He also uses sound waves to overcome his blindness, and the various gadgets he carries on missions often employ sonics as well.

Ultrasonique tends to fight intelligently, following Fiacho’s or Scorpi’a’s tactical directions to accomplish as much as possible. However, at least once per fight the GM should have him make an EGO Roll against his Psychological Limitation. If he fails, he decides his enemies are working for “them,” and reacts out of desperation and anger. This might have the same effect as an Enraged, or any other outcome the GM prefers.

Campaign Use: See introductory text for general information. Ultrasonique functions as Eurostar’s gadgeteer and source of technical expertise, making him an invaluable asset for a group mostly containing villains with innate superpowers. However, his paranoia often counterbalances his effectiveness, and sometimes exposes the team to danger (or gives the GM a hook to draw the heroes into an adventure).

To make Ultrasonique more powerful, add some slots to his Multipower (see Warcry, page 41, or Howler, page 162, for some examples), and/or increase the size of his Technical Support VPP. If you want to make him less effective, get rid of his VPP altogether, and/or reduce his SPD to 4.

Ultrasonique generally does not Hunt heroes; he’s too busy concocting elaborate defenses and contingency plans to protect himself from “them.” If he goes after a PC, it’s because Fiacho ordered him to.

Appearance: Jean Dubois is a French male, 5’9” tall with short black hair and dark eyes that often glance around nervously. As Ultrasonique, he wears a dark blue-black bodysuit with large blue-grey bracers and other blue-grey highlights and attachments; his mask completely covers his face, and includes a blue-grey plate across the eyes.

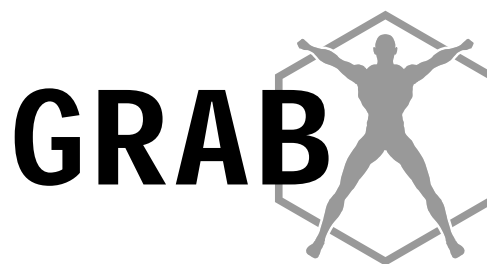


The UNTIL Response

‘In conclusion, we cannot emphasize enough the danger Eurostar represents to European peace and security. In over a decade of terrorist activity, the group has killed over three thousand people, caused nearly thirty-two billion dollars’ worth of damage to buildings, stolen several billion dollars’ worth of property, and established a solid working relationship with several powerful organized crime groups operating in the continent.

‘It is the Commission’s opinion that locating and stopping Eurostar should be a top priority for UNTIL’s European division. We recommend the establishment of a permanent anti-Eurostar task force, to be code-named Project Carolingian. Agents assigned to Carolingian would focus their investigations upon Eurostar and Eurostar-related entities exclusively, and would develop special weapons and tactics specifically intended for defeating and capturing members of Eurostar.’

— From the *Report of the UNTIL Special Commission on Eurostar, December 2001*



GRAB PLOT SEEDS

While stealing some valuable electronic components, GRAB accidentally takes some highly radioactive material — without taking the shielded container that goes with it. Dozens of lives, including those of the members of GRAB, could be in jeopardy if the heroes can't track the team down. Unfortunately, GRAB is particularly skilled at avoiding detection and capture.

A museum in Millennium City announces a major new exhibit of valuable Egyptian artifacts. GRAB is sure to be tempted; how can the heroes ensure that Black Diamond and her cohorts don't make off with these priceless cultural relics?

While robbing a computer chip manufacturing facility, GRAB stumbles across an Ultimates secret facility and steals several of Binder's valuable tech modules. The PCs have to keep the Ultimates from tearing the city apart looking for GRAB — perhaps with a little help from GRAB itself!

Membership: Black Diamond, Bluejay, Cheshire Cat, Hummingbird

Background/History: GRAB was founded in the late 1980s by several money-minded villains as a sort of “support group.” Its members were all mentally balanced individuals (relatively speaking) who didn't want to conquer the world, spread misery and suffering, or launch grandiose schemes — they just wanted to use their powers to get rich and live in the lap of luxury. Although it was a loose alliance more than a true villain team, all the members got along well, often socializing together. They established special funds for planning jobs, obtaining medical care, posting bail money, and so on.

Things went horribly awry in 1994, when Black Claw, one of the group's founding members and its *de facto* “leader,” was shot and killed by the police while trying to escape from a botched break-in. Unfortunately, the Claw was the one who maintained all of the group's finances and records, and the police quickly found them and froze all his assets. Almost overnight, the members of GRAB lost nearly two million dollars — their entire operating stash.

Disheartened by Black Claw's death, not to mention losing all that money, the members of GRAB started to drift apart. Without someone to motivate the membership, the group was in danger of breaking up altogether. Then, one fine spring day, each of them received a note in the mail. Elegantly handwritten, on rich, cream-colored paper, each note invited the recipient to a meeting “to discuss matters of mutual interest that will ensure the continued existence, prosperity, and success of your organization.”

Intrigued, and lacking any better alternative, each of the remaining members showed up at the designated location — an elegant hotel suite in New York City — at the appointed time. Ushered into a sitting room by a silent butler, they soon found themselves speaking with an old, vulpine-faced man.

Obviously wealthy and powerful, the man minced no words. “I am aware of the nature of your organization,” he said, “and I applaud your cupidity and your desire to avoid bloodshed — both admirable qualities in my book. I have need of persons such as yourself from time to time, and often come across information that might be of use to individuals in your... profession.

“I propose to re-constitute GRAB in a form more or less the same as it was before. I will establish a five million dollar “working fund” in trust, so

that you as a group exert control over the money but the police cannot take it away. From time to time, I will provide you with information about jobs, and unless the group has some strong objection you will perform these jobs according to my instructions. What do you say?” He gave them a week to think it over.

Although none of the thieves was entirely comfortable with the proposal — they couldn't find out a *thing* about the mysterious old man — it looked like a pretty good deal. It was too elaborate to be a police scam; it had to be legit. When they met the crafty old man one week later, they agreed to his terms.

Since then, the members of GRAB have seen an unprecedented rise in their respective fortunes. Their jobs go more smoothly than ever, the old man helps them get top dollar for fenced goods, and none of them has spent very much time in jail. They still have no idea who the old man is, where he gets his information, or why he wants to work with them, but they see no reason to look a gift horse in the mouth. Things are good, and GRAB wants them to stay that way.

Group Relations: The members of GRAB get along extremely well. They tend to be easy-going, and to have the same attitudes and opinions, so the group isn't split apart by personality conflicts like so many villain teams are. And they play together as well as work together; they go out in their Secret Identities to eat at fine restaurants, shop at boutiques, and visit clubs.

GRAB doesn't associate with other villain teams or agencies, since that just seems to lead to trouble and most of those people aren't very likeable anyway. In fact, on a few occasions they've stolen from the likes of VIPER, so any attempt at alliance would prove fruitless.

Tactics: GRAB doesn't have an extensive selection of combat tactics; the group doesn't even like to fight. As far as the members are concerned, if they get into a battle, something has gone wrong. Their main concern in combat is usually getting away. Fortunately, as a group GRAB is pretty mobile, and they use that to their advantage whenever possible.

GRAB does not have a secret headquarters, but it does maintain several luxury apartments as safe-houses and bolt-holes. Cheshire Cat often uses his “gate” power to take the team to one of them, or to other designated “rally zones,” when fleeing the scene of a crime.

Campaign Use: GRAB is markedly different from most villain teams. It's not after power, or trying to satisfy some bizarre personal ambition, or inter-

ested in putting people in danger. It just wants money, and wants to get it as easily and safely as possible. Heroes may find themselves wondering why they're wasting time pursuing GRAB when there are *really* dangerous villains out there. Vigilante-style heroes may have to confront a moral quandry — is it just and proper to shoot a group of villains that goes out of its way not to hurt people, and which even spends time helping with disaster relief when some master villain attacks the city?

Because the villains of GRAB are so sympathetic (relatively speaking), they may make good potential romantic interests for the player characters. Given the right circumstances, any one of them could reform and give up crime, or maybe even become a superhero.

GRAB will not Hunt heroes; it's interested in money, not revenge. At best it might pursue a hero to steal something from him, but it will either succeed and stop bothering him, or eventually conclude it's not worth the time and give up.

GRAB is not meant as an equal combat threat against most superhero teams; its members don't *want* to fight at all. So, don't worry about the group's power level *vis-a-vis* your PCs in most instances. However, GRAB should be powerful or versatile enough to have a decent chance to *escape* from the heroes when confronted; if it's not, consider increasing the team's movement speeds, and give Cheshire Cat some group-oriented teleportation powers. On the other hand, if GRAB can escape too easily, tone down the members' movement powers until they're more evenly matched with the PCs.

BLACK DIAMOND

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
25	PD	13	Total: 25 PD (25 rPD)	
25	ED	17	Total: 25 ED (25 rED)	
6	SPD	30	Phases: 2, 4, 6, 8, 10, 12	
20	REC	0		
80	END	0		
65	STUN	0	Total Characteristics Cost: 222	

Movement: Running: 9"/18"
Leaping: 20"/40"

Cost	Powers	END
37	<i>Kinetic Absorption:</i> Absorption 6d6 (physical, half to STR, half to PD), Delayed Return Rate (loses points at the rate of 5 per Minute; +¼)	0
12	<i>Dense Form:</i> Hardened (+¼) for 25 PD/25 ED	0
31	<i>Dense Form:</i> Damage Resistance (25 PD/25 ED), Hardened (+¼)	0

10	<i>Dense Form:</i> Knockback Resistance -5"	0
6	<i>Super-Strong Legs:</i> Running +3" (9" total)	1
8	<i>Super-Strong Legs:</i> Leaping +8" (20" forward, 10" upward)	1

Skills

10	+2 Hand-To-Hand
3	Climbing 13-
2	CK: New York City 11-
2	KS: The Superhuman World 11-
1	Security Systems 8-
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 128

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
25	Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
10	Physical Limitation: Heavy (weighs 800 kg) (Frequently; Slightly Impairing)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Greedy (Common, Strong)
10	Psychological Limitation: Hasty, Impulsive, And Careless (Common, Moderate)
15	Social Limitation: Public Identity (Maxine Walters) (Frequently, Major)
10	Vulnerability: 1½ x STUN from Force, Gravitic, and Magnetic attacks (Common)
10	Vulnerability: 1½ x BODY from Force, Gravitic, and Magnetic attacks (Common)

Total Disadvantage Points: 350

Background/History: "Maxine, would you take these notes in to Dr. Rabindahar, please?"

"Yes, sir." She picked up the folder and headed toward the lab, her mind more on what she was going to wear for her date that night than what she was doing. Unfortunately, while she was debating the merits of mini-skirt versus jeans, she completely overlooked the EXPERIMENT IN PROGRESS — DO NOT ENTER warning sign. She opened the door to the lab and walked right into the middle of one of Dr. Rabindahar's gravity induction experiments. Enormous energies fed back into her body, and the equipment exploded.

She woke up when the paramedics tried to move her — and couldn't! Something had happened; instead of dying, she'd become extremely heavy. She didn't look any different, didn't feel or sound any different, but a change had definitely taken place. Over the next few days, Maxine discovered she'd become superhumanly strong and durable — and she could absorb the force of impacts to become stronger still. Sure, she was too heavy to ride in most cars anymore, but that was a small price to pay.

BLACK DIAMOND PLOT SEEDS

Black Diamond finds out that Dr. Rabindahar, whose experiments gave her her powers, was secretly working for VIPER at the time... and that the accident was deliberate! Furious, she starts trashing VIPER Nests and operations, leading VIPER to retaliate. The PCs have to defuse the situation before the city is caught up in a superpowered mob war.

Black Diamond wants to participate in a charity fund-raiser involving various superhumanly strong heroes, but doesn't want to be arrested. She asks the PCs to intervene with the authorities so she can help out. But what happens if one of GRAB's victims shows up to get revenge?

Black Diamond finds herself getting heavier and heavier — something's going wrong with her powers. Since no one in GRAB has any medical expertise, she turns to ARGENT for help. What sort of service will ARGENT demand in exchange for curing her?

For the first time in her life, Maxine felt she'd gotten a break. With superpowers, she could become rich! She made herself a costume out of an old bathing suit, bought a mask at a costume shop, and started robbing banks and jewelry stores. Due to her inexperience, it wasn't long before the superhero Diamond caught her. She managed to escape before the government could get her to Stronghold, but the whole incident scared her. She didn't want to go to prison.

It wasn't long afterward that she met Black Claw, another costumed criminal who, like her, didn't particularly want to hurt anyone — he just wanted to get rich. Together the two of them thought up the idea of GRAB, pitched it to like-minded villains, and got the “team” started. Since the Claw's death, she's sort of become the “leader” of GRAB, a role she's not particularly comfortable with. But the jobs keep going well, and they're all raking in the bucks, so she figures she must be doing OK.

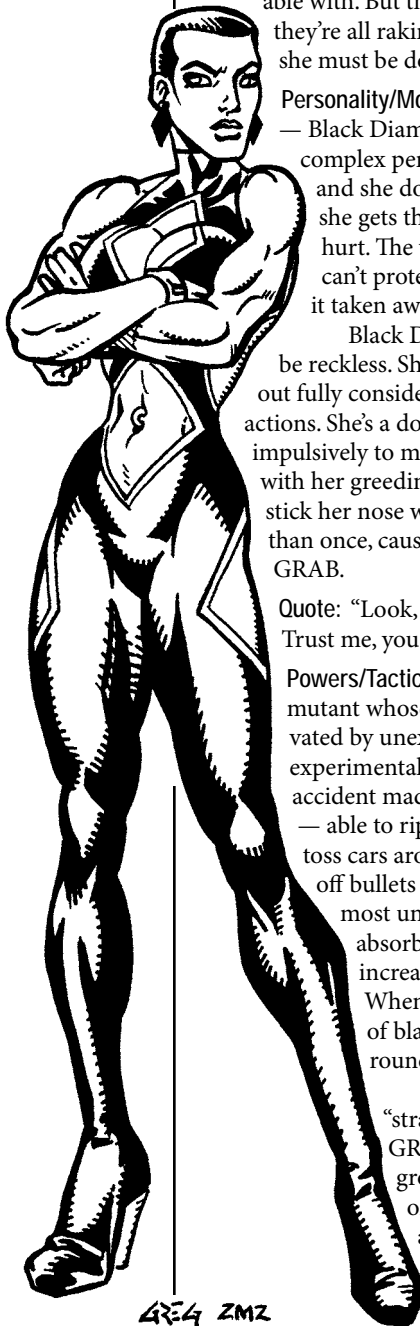
Personality/Motivation: Maxine Walters — Black Diamond — is not a particularly complex person. She wants to be rich, and she doesn't particularly care how she gets there as long as no one gets hurt. The way she sees it, anyone who can't protect their stuff deserves to have it taken away.

Black Diamond has a tendency to be reckless. She goes off half-cocked, without fully considering the implications of her actions. She's a doer, not a thinker, and reacts impulsively to many situations. Combined with her greediness, this trait has led her to stick her nose where it doesn't belong more than once, causing trouble for herself and GRAB.

Quote: “Look, pal, don't make me hit you. Trust me, you won't like it.”

Powers/Tactics: Black Diamond is a mutant whose latent powers were activated by unexpected exposure to an experimental high-gravity field. The accident made her superhumanly strong — able to rip vault doors off their hinges, toss cars around like baseballs, and shrug off bullets like they were nothing. Her most unusual power is her ability to absorb kinetic energy and use it to increase her strength and resilience. When she uses this power, a field of black, crackling energy surrounds her body.

Black Diamond is the most “straightforward” member of GRAB in combat. She's the group's front-line fighter, the one who charges into battle and starts smacking superheroes around. The rest of the team tends to rally around her, following her lead until they can all break free from



the fight and escape.

Campaign Use: See introductory text for general information. Other than as a member of GRAB, Black Diamond can serve as a source of story ideas due to her tendency to act without thinking. She might impulsively steal a necklace, only to discover it's an enchanted relic DEMON desperately wants. She might take it into her head that a news reporter is insulting her, and go down to the TV station to pick a fight with him and everyone else there. The possibilities are endless.

Maxine doesn't Hunt heroes; there's no profit in it. If a hero got her really mad, she might barge into his team's headquarters to challenge him to a one-on-one fight, but that's about it.

If you need Black Diamond to be more powerful, boost her STR to 70, give her a few levels of Density Increase, or let her have the *Brick Tricks* martial art style from page 64 of *The Ultimate Martial Artist*. If she's too tough already, reduce her STR to 50, cut her SPD down to 5, and/or get rid of the Kinetic Absorption power.

Appearance: Black Diamond is a tall black woman, standing 6'2" tall with a sculpted, muscular body and her hair cut very short. She wears a sleeveless black body stocking with tasteful silver-edged diamond-shaped cut-outs on the sides and front, and short silver gloves. Since she was first captured and her identity exposed, she hasn't bothered to wear a mask.

BLUEJAY

Val	Char	Cost	Roll	Notes
10+20	STR	10#	11-/15-	Lift 100 kg/1,600 kg; 2d6/6d6 [1/3]
18+5	DEX	24+7#	13-/14-	OCV: 6 /8/DCV: 6/8
13+7	CON	6+7#	12-/13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
10+10	PRE	7*	11-/13-	PRE Attack: 2d6 /4d6
14	COM	2	12-	
5	PD	3		Total: 19 PD/14 rPD
5	ED	2		Total: 19 ED/14 rED
3+3	SPD	2+20*		Phases: 4, 8, 12/ 2, 4, 6, 8, 10, 12
7	REC	4		
26	END	0		
30	STUN	8		Total Characteristic Cost: 112

*: OIF (battlesuit; -½)

#: OIF (as above) plus No Figured Characteristics (-½)

Movement: Running: 6"/12"
Flight: 16"/128"

Cost	Powers	END
20	<i>Power Pack:</i> Endurance Reserve (150 END, 15 REC); OIF (-½)	0
40	<i>Gauntlet Weapons:</i> Multipower, 60-point reserve; all OIF (-½)	
4u	1) <i>Blaster:</i> Energy Blast 12d6; OIF (-½)	6
4u	2) <i>Atrophic Ray:</i> Drain STR 4d6, Ranged (+½); OIF (-½)	6

- 4u 3) *Pulse Blaster*: Energy Blast 6d6, Area Of Effect (One Hex; +½), Armor Piercing (+½); OIF (-½) 6
- 4u 4) *Capturefoam Projector*: Entangle 6d6, 6 DEF; OIF (-½), 16 Charges (-0) [16]
- 28 *Battlesuit*: Armor (14 PD/14 ED); OIF (-½) 0
- 13 *Helmet*: Sight and Hearing Group Flash Defense (10 points each); OIF (-½) 0
- 21 *Wings*: Flight 16", x8 Noncombat; OIF (-½), Restrainable (-½) 4
- 24 *Booster Pack*: Flight +18"; OIF (-½) 4
- 6 *Helmet Communicator*: HRRP; OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0
- 13 *Helmet Radar Unit*: Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½) 0
- 12 *Helmet Binocular Lenses*: +12 versus Range Modifier for Sight Group; OIF (-½) 0

Perks

- 6 Contacts: 6 points' worth in the aeronautics/defense contracting industries

Skills

- 6 +2 with Gauntlet Weapons Multipower
- 8 +4 with Flight
- 3 Acrobatics 13- (14-)
- 3 Breakfall 13- (14-)
- 3 Computer Programming 13-
- 3 Electronics 13-
- 2 KS: The Superhuman World 11-
- 2 Navigation (Air) 13-
- 3 SS: Aeronautics 13-
- 3 SS: Physics 13-
- 3 Stealth 13- (14-)

Total Powers & Skills Cost: 238
Total Cost: 350

200+ Disadvantages

- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Reputation: dangerous supervillainess, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Lisa Anderson) (Frequently, Major)
- 10 Unluck 2d6
- 35 Experience Points

Total Disadvantage Points: 350

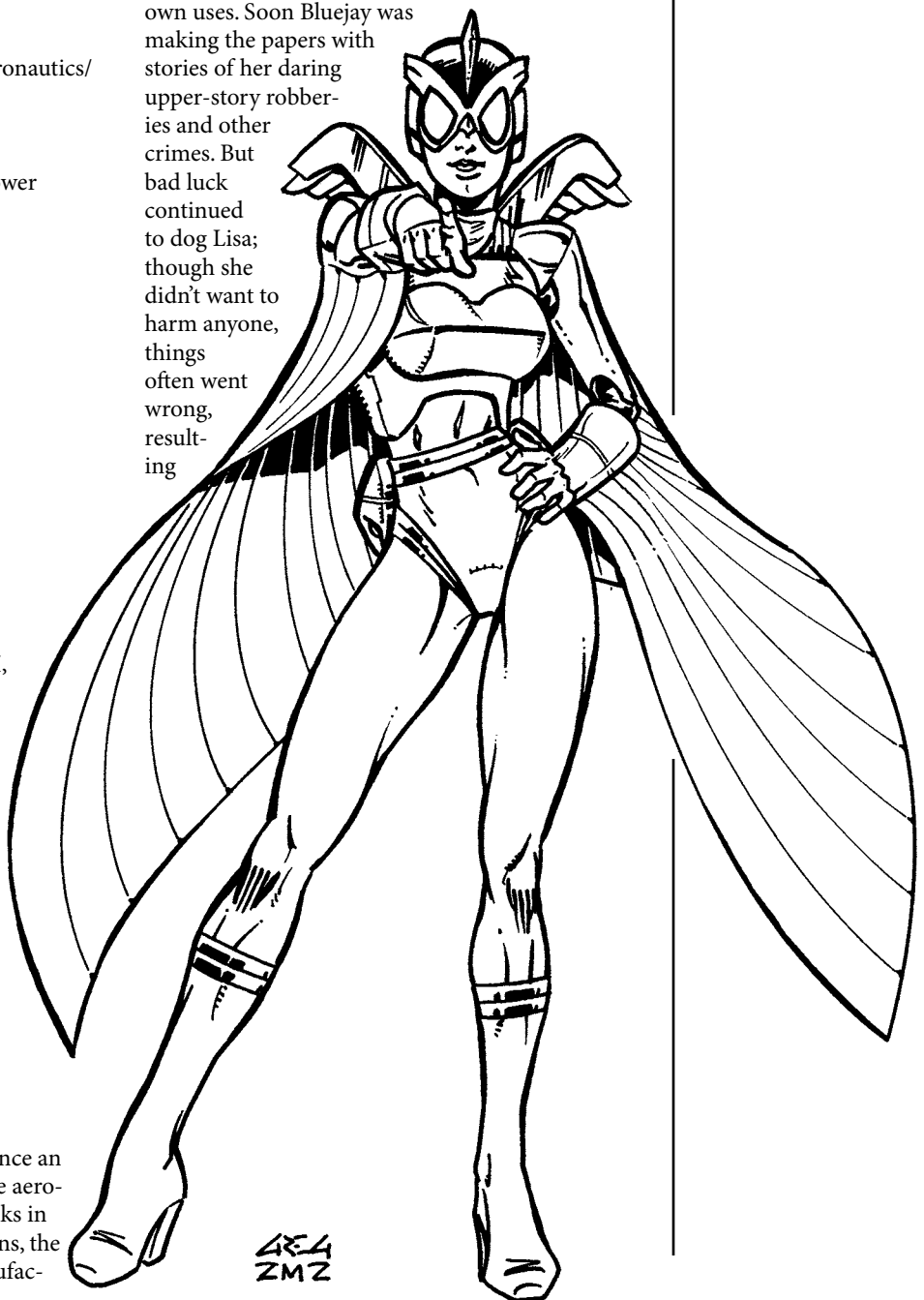
Background/History: Lisa Anderson was once an engineer working for a small, cutting-edge aeronautics firm called McNeil Aviation. Thanks in large part to some of her innovative designs, the firm won a contract from UNTIL to manufacture a winged "flying battlesuit."

Lisa spent many long, frustrating hours working on the project, allowing her personal and social life to deteriorate in the hope of reaping big career and financial benefits when the job was done.

Unfortunately, UNTIL cancelled the project due to cost overruns, and McNeil fired Lisa, keeping her work for itself under the terms of her employment contract.

Bitter over how she was treated, and eager for riches she felt should be hers, Lisa broke into McNeil late one night, stole the suit and all its plans, and made her escape. Unfortunately, something went wrong, and a fire started; the McNeil plant burned to the ground. The authorities blamed the fire on the "new flying supervillain" seen leaving the scene of the crime.

Seeing no legitimate way to earn the kind of money she wanted to have, Lisa went back to work, modifying the battlesuit for her own uses. Soon Bluejay was making the papers with stories of her daring upper-story robberies and other crimes. But bad luck continued to dog Lisa; though she didn't want to harm anyone, things often went wrong, resulting



BLUEJAY PLOT SEEDS

Linda McNeil, one of the former owners of McNeil Aviation, deduces that Lisa Anderson is Bluejay, and begins blackmailing Anderson with the information. Desperate to get McNeil out of her life, Bluejay decides to frame her for a crime and trick the PCs into arresting her.

Determined to shed her “dangerous supervillain” reputation, Bluejay “reforms” and begins performing good deeds, making sure other people find out about them. In secret she’s still committing crimes, using a version of her battlesuit with a different color and slightly different configuration. Can the PCs figure out what’s going on?

During a GRAB robbery, Bluejay is exposed to mind-altering chemicals that temporarily affect her personality. She becomes vindictive and cruel, changes her name to the Blue Shrike, adds claws and other lethal weapons to her arsenal, and teams up with some other supervillains. GRAB wants her back, but can’t manage to catch and detoxify her, so the group appeals to the PCs for help.

in innocent people getting hurt during her jobs. She soon developed a reputation as being far more dangerous than she actually is.

One night, Bluejay planned to rob a high-tech company, but found Black Diamond and Black Claw were beating her to it! When PRIMUS showed up, the three villains, who were just about to start fighting, teamed up to make their escape. In the process they found they had a lot in common, and Black Diamond told Bluejay about GRAB. Bluejay gladly got involved, and has been a part of the alliance ever since.

Personality/Motivation: Like the other members of GRAB, Bluejay is in the supervillain game for the money. She feels life has treated her shabbily, and she intends to make up for it by stealing from people who have more than they need — banks, corporations, rich people, and so on. Although her suit carries some pretty heavy armaments, she doesn’t want to hurt anyone; she’ll stick to nonlethal attacks most of the time. She’s been known to fly injured people to the hospital after she accidentally hurt them.

Bluejay is really upset about her reputation; she knows she’s not really dangerous at all. But every time she tries to convince people she’s harmless, something goes wrong and the stories about her keep circulating. Not even membership in GRAB has helped.

Quote: “Just try to catch me!”

Powers/Tactics: Bluejay’s powers come from the battlesuit she wears. In addition to providing her with protection against attacks, the battlesuit augments her strength and reflexes, and comes equipped with several weapons (two blasters, a weakness ray, and a capturefoam projector). Most importantly, it allows her to fly using built-in hypercritical wings and a booster pack. When she turns the booster pack up to full, she can move at nearly Mach 1, which is useful for escaping from annoying superheroes.

If she can’t avoid combat, Bluejay sticks to the skies, not landing at all if she can help it. She uses her Capturefoam Projector and Atrophic Ray the most, since they cause no lasting harm; the blasters are best for smashing through walls and taking out superheroes powerful enough to withstand the blast. She and Black Diamond have worked out a “fastball special”-style tactic where she picks Diamond up, carries her along at high speed, and then lets her go like a “living bomb.”

Campaign Use: See introductory text for general information. Bluejay is a pretty typical member of GRAB when it comes to everyday use, but she does present some interesting story hooks. For example, was she *really* responsible for the McNeil Aviation fire, or is there more going on of which she’s unaware?

Bluejay is good friends with Lady Blue, and sometimes helps her out with her “charity work.” That could lead to some interesting escapades as well.

If you want to increase Bluejay’s powers, there

are several possible routes. You could improve her STR and defenses, making her a quasi-brick. You could increase her SPD and movement, making her a quasi-speedster. Or you could give her more weapons, making her more like a powered armor character. Making her less powerful usually involves decreasing her movement and SPD, and getting rid of one or two of her weapons.

Bluejay won’t Hunt heroes. She’s not that vindictive, and there are better ways to spend her time.

Appearance: Bluejay’s battlesuit is light blue and white, with some black highlights: blue boots, torso, gauntlets, and helmet; white legs and arms; with various points of articulation and the like in black. The helmet leaves her lower face exposed, and has a bird-like crest. The suit’s wings, also light blue, are attached to her arms.

Out of her battlesuit, Lisa Anderson is a pretty woman, 5’7” tall with light brown hair cut just above her shoulders, and brown eyes. Thanks to her criminal career, she can afford to dress nicely, and does.

CHESHIRE CAT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
25	DEX	45	14-	OCV: 8/DCV: 8
23	CON	26	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
14	PD	8		Total: 17 PD (3 rPD)
14	ED	9		Total: 17 ED (3 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
46	END	0		
37	STUN	0		
				Total Characteristics Cost: 147

Movement: Running: 10”/20”
Leaping: 10”/20”
Teleportation: 15”/30”

Cost	Powers			END
<i>Martial Arts: Aikijutsu</i>				
	Maneuver	OCV	DCV	Notes
4	Dodge	—	+5	Dodge all attacks, Abort
4	Escape	+0	+0	55 STR vs. Grabs
3	Hold	-1	-1	Grab Two Limbs, 50 STR for holding on
4	Joint Lock/Throw	+1	+0	Grab One Limb; 2d6 NND (1); Target Falls
5	Redirect	+1	+3	Block, Abort
5	Strike	+1	+3	8d6 Strike
3	Throw	+0	+1	8d6 + v/5; Target Falls
8	+2 Damage Classes (already added in)			
10	<i>Billy Club:</i> Multipower, 20-point reserve; all OAF (-1)			

- 1u 1) *Striking*: HA +4d6; OAF (-1), Hand-To-Hand Attack (-½) 2
- 1u 2) *Blocking*: Missile Deflection (all Ranged attacks) 0
- 37 *Teleporting*: Teleportation 15", Reduced Endurance (½ END; +¼) 1
- 76 *Teleport Gate*: Teleportation 10", x16 Noncombat, Area Of Effect (One Hex; +½), Continuous (+1), Usable By Others (x8 mass; +¾); Gate (-½) 9
- 8 *Strong Runner*: Running +4" (10" total) 1
- 4 *Strong Leaper*: Leaping +4" (10" forward, 5" upward) 1

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 10 +2 Hand-To-Hand
- 13 *Defensive Teleportation*: +4 DCV; Costs Endurance (-½) 2
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 1 KS: Hockey 8-
- 2 KS: The Martial World 11-
- 2 KS: Superhuman World 11-
- 2 PS: Nuclear Technician 11-
- 3 Stealth 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 229

Total Cost: 376

200+ Disadvantages

- 25 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 25 Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 5 Rivalry: Professional (with other super-powered martial artists, to prove his superiority)
- 15 Social Limitation: Public Identity (Robert Johanssen) (Frequently, Major)
- 15 Susceptibility: to being Teleported, takes 3d6 damage instantly (Uncommon)
- 56 Experience Points

Total Disadvantage Points: 376

Background/History: Bob Johanssen was a nuclear plant technician — not a very good one, but he got by. For fun, he studied martial arts and spent time with his wife. One day, to his shock, his wife said she wanted a divorce. She was sick of living on his technician's salary; she expected more of a man, and Bob certainly wasn't delivering. She moved out that night, leaving Bob alone.

The day he got the final divorce papers, Bob tried to commit suicide by walking right into the heart of the reactor. Much to everyone's amazement,

he didn't die — he suddenly appeared, right out of thin air, on the other side of the plant! Bob wasn't quite sure what to make of it, but he knew opportunity when he saw it. With superpowers, he could make himself so rich his ex-wife would eat her heart out with envy and regret!

As Cheshire Cat, Bob spent several years as a solo criminal, committing robberies and avoiding trouble as much as he could. He was quite successful, but lonely. When he heard about GRAB, he tracked down Black Diamond and told her he wanted to be a member. He's never regretted it — after all, how many other jobs let him get rich quickly and effortlessly while hanging out with three gorgeous women?

Personality/Motivation: Cheshire Cat is usually the most violence-prone member of GRAB. He doesn't want to kill or seriously injure anyone — after all, he's in this for the money! — but he has no objection to administering a good beating to his enemies. He particularly likes to defeat other superpowered martial artists, to prove he's better than they are.

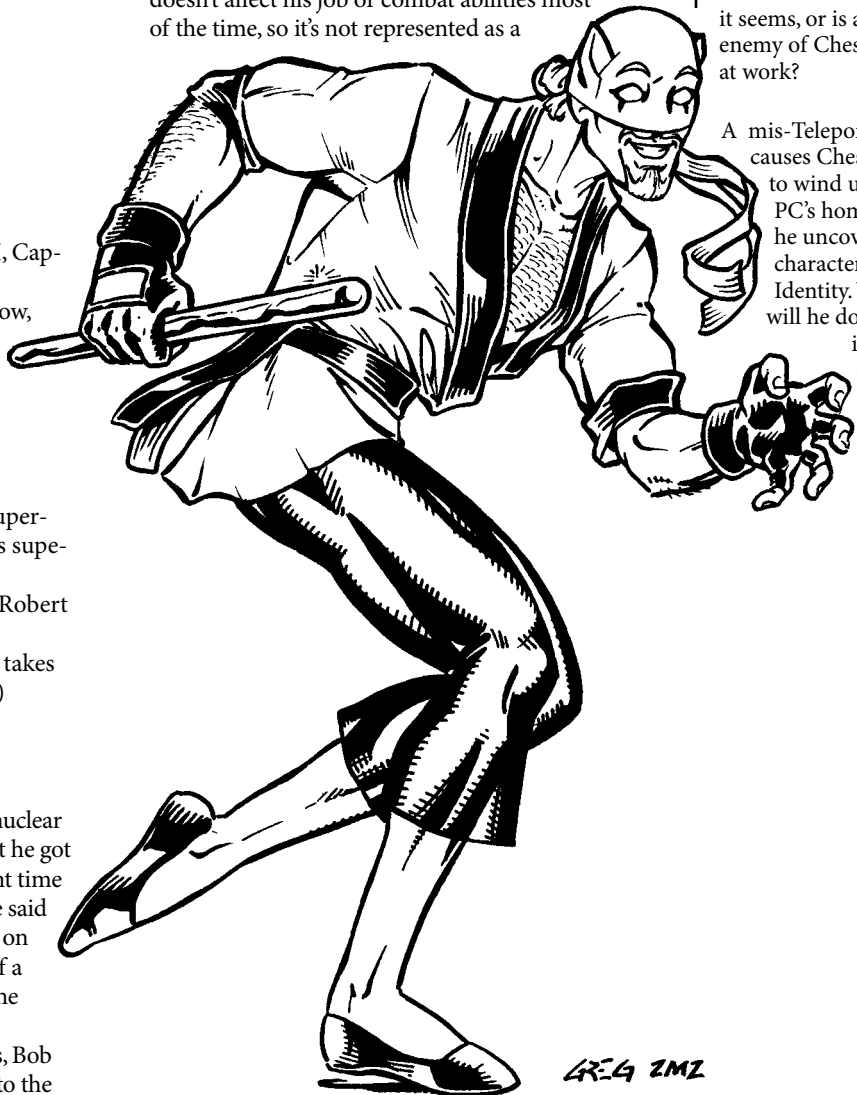
Cheshire Cat has a borderline bipolar personality disorder. Most of the time, he's cheerful, or at least neutral, but a sustained run of failures or bad luck plunges him into a deep, dark depression from which it may take him a long time to recover. This doesn't affect his job or combat abilities most of the time, so it's not represented as a

CHESHIRE CAT PLOT SEEDS

One time, while Teleporting into a museum, Cheshire Cat brings something back to this plane of existence with him. Terrified, he disappears at once, leaving the thing to maul museum workers the next day. The creature seems invulnerable; only if the Cat can summon the courage to tell the PCs what happened and confront the thing can the heroes hope to defeat it.

Cheshire Cat's ex-wife decides she really, truly does love him after all (and Telepathy shows she's telling the truth). She asks the PCs to find him and let him know. Is this the love story it seems, or is an old enemy of Cheshire Cat's at work?

A mis-Teleportation causes Cheshire Cat to wind up in a PC's home, where he uncovers the character's Secret Identity. What will he do with the information?



GRG ZMZ

Psychological Limitation, but it's worth noting for roleplaying purposes.

Cheshire Cat is something of a skirtchaser. He doesn't hit on his teammates, since that could make things awkward, but he's not above making a pass at a superheroine who catches his eye.

Quote: "Keeping this Cat out is harder than you think."

Powers/Tactics: Cheshire Cat is a hand-to-hand combatant; he has no Ranged attacks. His high (for a martial artist) STR gives him punching power and makes it easy for him to immobilize most opponents with his Hold or Joint Lock maneuvers. He's become adept at using his Teleportation in conjunction with his fighting skills, often making a Half Move Teleport right behind or next to someone to obtain a Surprise Move bonus. On the other hand, his metabolism cannot tolerate having other people Teleport him; this causes him severe pain.

In addition to being able to teleport himself, Cheshire Cat also has a limited power to open "teleportation gates" through which other people can travel. His gates are not a continuous-effect phenomenon; he can only keep one open for a second or two, just long enough for someone to use it. Through diligent practice, he's increased his ability to the point where he can move someone as heavy as Black Diamond through his gate; in the future he hopes to extend the gate's range and duration.

Campaign Use: See introductory text for general information. To make the Cat more powerful, give him some additional Teleportation-based powers (and improve his Gate), and perhaps increase his DEX to 28. If he's too powerful for your game, get rid of his Gate, and decrease his STR to 25 and SPD to 5.

Cheshire Cat doesn't Hunt superheroes; there's no money in it. He does sometimes pick fights with superpowered martial artists to prove he's a better fighter, though.

Appearance: Robert "Bob" Johanssen is a six feet tall, handsome, blond-haired man with an infectious smile and the body of an athlete who trains intensively. As Cheshire Cat, he wears a white gi-like top, with red trim and a red sash, and red ankle-length pants and shoes. His fingerless gloves are red, and his half-face, cat-eared mask is white.



A NIGHT On The Town?

'Nighthawk? I dunno... I guess he's got that whole "mysterious loner" thing going for him, but he's kinda intense, y'know? Like, brooding and stuff. I don't think he'd be much fun to go out with. And Ironclad just looks weird. But Defender, I bet he's pretty hot when he's not wearing all that armor stuff!

'But the hero I'd most like to be stranded on a deserted island with is that guy Nightwind. I've never met him, but I've, like, seen him on TV and stuff. Check out those pecs!'

— From a supposed interview with Hummingbird posted on SuperRomance.com

HUMMINGBIRD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
Total Characteristics Cost: 119				

Movement: Running: 6"/12"
Flight: 25"/50"

Cost	Powers	END
75	<i>Hummingbird Size:</i> Shrinking (.064m tall [about 2.5 inches], .0032 kg mass, -10 to PER Rolls to perceive character, +10 DCV, takes +15" KB), Reduced Endurance (0 END; +½)	0
41	<i>Neural Cohesion Powers:</i> Multipower, 62-point powers, all Linked (to Shrinking; -½)	
4u	1) <i>Mental Attack:</i> Ego Attack 5d6, Reduced Endurance (½ END; +¼); Linked (to Shrinking; -½)	2
4u	2) <i>Mental Domination:</i> Mind Control 10d6, Reduced Endurance (½ END; +¼); Linked (to Shrinking; -½)	2
16	<i>Bulletproof Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
8	<i>Neural Cohesion:</i> Mental Defense (12 points)	0
41	<i>Small But Speedy:</i> Flight 25", Reduced Endurance (½ END; +¼); Linked (to Shrinking; -½)	2

Skills

6	+2 with Neural Cohesion Powers Multipower
8	+4 with Flight
3	Acrobatics 14-
3	Breakfall 14-
3	Conversation 12-
2	KS: Gems & Jewelry 11-
4	KS: Popular Music & Culture 13-
4	PS: Shopping 13-
3	Security Systems 11-
3	Seduction 13-
3	Stealth 12-

Total Powers & Skills Cost: 231

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
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- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
- 5 Physical Limitation: Tiny Voice (-3 to Hearing PER Rolls to hear her speak when she's Shrunk below 1m tall) (Infrequently, Slightly)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Insatiable Curiosity About Others' Secrets (Common, Moderate)
- 10 Psychological Limitation: Airhead (Common, Moderate)
- 15 Social Limitation: Secret Identity (Melissa Saunders) (Frequently, Major)
- 20 Vulnerability: 2 x STUN from Biological or Chemical Attacks (Common)
- 20 Vulnerability: 2 x BODY from Biological or Chemical Attacks (Common)

Total Disadvantage Points: 350

Background/History: Ever had that dream where you wake up and you're real tiny, and everything around you looks gigantic? Well, it happened to Melissa Saunders for real.

One night when she was just shy of sixteen, Melissa went to bed. She'd been reading *Alice's Adventures In Wonderland* for one of her high school classes. Everything was perfectly normal, but when she woke up, her bed, furniture, and everything else in her room had become gigantic! She screamed, but no one heard her (she figured out later her voice wasn't loud enough because of her small size). After she stopped panicking, she realized it wasn't that her furnishings had all gotten bigger — it was that *she'd* gotten *smaller*.

She sat there and tried to figure out what to do. Couldn't tell her parents — heck, they usually didn't even have time to talk to her in the morning anyway, they were so busy rushing off to work in the city. Didn't want to tell any of her friends, either; some things, she understood, were best kept secret.

For that matter, how was she even going to get to school? It would take her two hours just to walk to the bus stop at her size. Could she even get out of bed? She crawled to the edge and looked over. It was a *loooong* way down. Well, nothing for it; she'd have to jump and hope she didn't break her leg. She gritted her teeth, closed her eyes, and leaped...

...only to find herself suspended in mid-air! She wasn't falling. She concentrated hard for a second, and found that she could move herself. She could fly! Within five minutes, she was zipping around the room just as pretty as you please, executing midair spins, hairpin turns, and all sorts of fancy maneuvers. She landed on the floor near her desk. The flight thing was pretty cool, but she wasn't all that sure about the Tom Thumb routine. Maybe if she concentrated real hard on being normal size again?...

Within a few seconds, she was back to her normal self. She found out she couldn't fly at that size, though; flying only worked when she was tiny.

She got her biology textbook out of her backpack and flipped through it for a second, looking for something she'd read the other day. "Mutation: a change in a gene which results in a new inheritable characteristic." Wow, she thought, that must be it, I'm a mutant. I mean, I haven't been in any lab accidents or bitten by any radioactive butterflies or anything, what else could it be? *Cool*.

When you're sixteen, without significant parental supervision, and you have powers of shrinking and flight, what can you do? You've got it, spy on your rivals at school. And get into the teacher's desk and look at the test before you take it. Soon, Melissa was making straight As, and the gossip mill was buzzing with hateful little stories about all the popular girls who'd been snubbing her since fifth grade. All in all, it was a very good junior year.

It wasn't long before Melissa graduated to petty theft. Nothing major — small pieces of jewelry, a little cash here and there, anything small enough and light enough for her to carry in her "Hummingbird" form (as she called it). It was during one of these "shopping runs" that she learned about some of the other powers that she had. She was lifting a small, but nevertheless very valuable, diamond ring from a jeweler's in the mall when an annoyingly diligent sales clerk saw her. "Hey, come back here!" he shouted, waving his hands and trying to catch her.

"Leave me alone!" she shouted in her tiny, squeaky voice. Suddenly he stopped, turned around, and walked the other way as if nothing had happened! Intrigued, she flew up behind him and said, "Cluck like a chicken!" In a moment he was strutting around making clucking noises. A little experimentation brought another mental power to the fore as well — a psychic blast that made people clutch their heads in agony and pass out.

When you're seventeen and find out you have mind control powers, what do you do then? That's right — you get the captain of the football team to take you to the Senior Prom. And you make your parents give you a sports car for graduation.

But petty theft and idle amusement didn't satisfy Melissa for long. She had all these powers, why shouldn't she use them? Before long she was making her living stealing and fencing jewelry and similar small, valuable items. After she had proven herself trustworthy, her fence turned her on to some spy-jobs she was ideal for. Soon she was making more money doing industrial espionage and surveillance work than by stealing, and having a fine time. Sure, her parents thought she was attending community college, but a little mental control here and there ensured she got top marks without ever having to attend class.

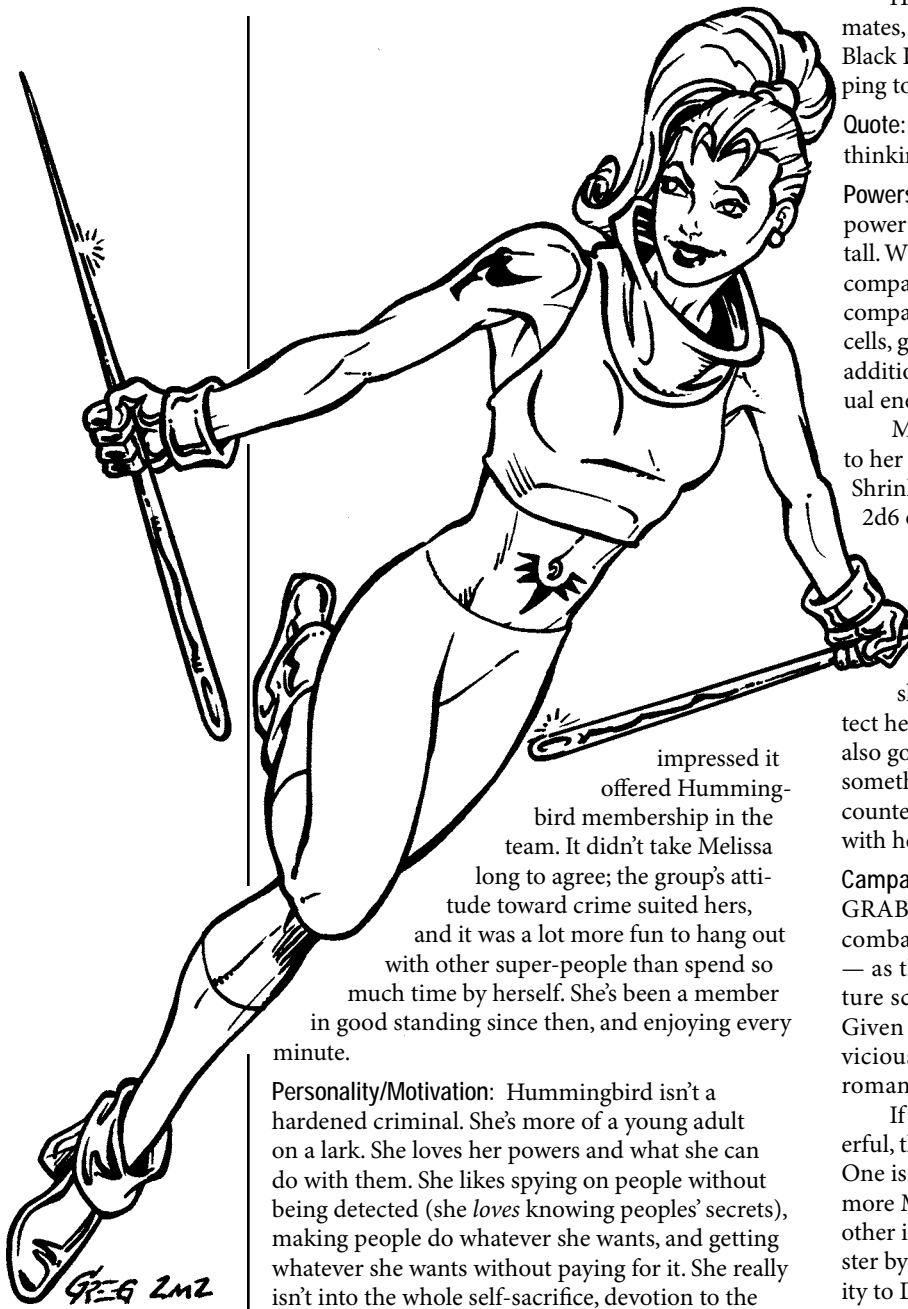
Hummingbird came to GRAB's attention when the group's patron needed to find out some information about a computer corporation he wanted to hit. GRAB had to know where the plans for certain experimental microchips, as well as the prototype chips themselves, were kept, so they wouldn't waste time looking. Hummingbird got the information, and in almost no time. GRAB was impressed — so

HUMMINGBIRD PLOT SEEDS

Hummingbird develops a crush on a male PC and begins hanging around a lot, trying to prove her devotion. She even claims she's reformed and wants to be a hero! Is she telling the truth, or is it all an elaborate scheme by GRAB to gather information on the heroes?

While pulling a heist, Hummingbird overhears a couple of criminals working for another villain (GM's choice) talking, and learns about the villain's plans. Somehow, the villain finds out she's on to him, and decides to eliminate her permanently. Afraid to bring GRAB into the situation (she doesn't want her friends to get hurt), Hummingbird goes to the PCs for help.

The members of PSI decide Hummingbird should be on their team — even if they have to kidnap her and brainwash her. A war starts between PSI and GRAB, with the PCs (and lots of helpless innocents) caught in the middle.



impressed it offered Hummingbird membership in the team. It didn't take Melissa long to agree; the group's attitude toward crime suited hers, and it was a lot more fun to hang out with other super-people than spend so much time by herself. She's been a member in good standing since then, and enjoying every minute.

Personality/Motivation: Hummingbird isn't a hardened criminal. She's more of a young adult on a lark. She loves her powers and what she can do with them. She likes spying on people without being detected (she *loves* knowing peoples' secrets), making people do whatever she wants, and getting whatever she wants without paying for it. She really isn't into the whole self-sacrifice, devotion to the cause of good routine most heroes go in for; she's essentially a selfish, petty, rather vain person who'd rather look out for herself than use her powers to help others. "Self-sacrifice, who needs that? Gimme the mink coat and diamond necklace any day!"

Hummingbird's villainous tendencies run strictly to the larcenous. She has no desire whatsoever to play nasty tricks on superheroes (okay, maybe a little prank or two every now and then), or to get in fights with them — or anybody else, for that matter. If someone pulled a gun on her, she'd probably freak out. This is really just a big game to her, something to do for kicks. In fact, she doesn't always take things nearly seriously enough; she's something of an airhead, prone to ignoring planning meetings and other important details. (About once every adventure or two she appears in, the GM should make an EGO Roll for her; if she fails, she forgets some important detail and causes problems for GRAB as a result.)

Hummingbird gets along well with her teammates, particularly Bluejay and (to a lesser extent) Black Diamond. She and Bluejay often go out shopping together.

Quote: "Size counts! But not in the way *you're* thinking."

Powers/Tactics: Hummingbird is a mutant with the power to shrink her body down to about 2.5 inches tall. When she shrinks, her cells become extremely compact, which makes her resistant to damage. The compaction also somehow strengthens her brain cells, giving her mental powers (she may develop additional ones in time). She can also use the residual energies from reducing her size to fly.

Most of Hummingbird's powers are Linked to her Shrinking. For every 10 points' worth of Shrinking she uses, she can use 1d6 of Ego Attack, 2d6 of Mind Control, or 5" of Flight. She usually Shrinks down as small as she can go.

Hummingbird dislikes combat intensely and will avoid it if at all possible. If she can't, she'll try to use Held Actions to protect herself by Dodging or Diving For Cover. She's also gotten quite good at Shrinking, hiding behind something strong enough to protect her from counterattack, and then blasting away at enemies with her Neural Cohesion powers.

Campaign Use: Like the other members of GRAB, Hummingbird is primarily a thief, not a combatant. The GM should use her appropriately — as the focus for mystery and chase-and-capture scenarios, rather than straight-up battles. Given that she's not particularly malicious or vicious, she might even make a good potential romantic interest for a PC hero.

If you need to make Hummingbird more powerful, there are two possible routes you can take. One is to emphasize her psionic abilities — give her more Mental Powers and increase her EGO. The other is to focus on her speed — make her a speedster by increasing her Flight, her SPD, and her ability to Dodge. A little more defense wouldn't hurt, either. To make her less powerful, reduce her SPD and inches of Flight.

Hummingbird would probably never Hunt a hero; that's just not her style. If a heroine stole her boyfriend, she might mount a campaign of vicious pranks and sneak attacks, but that's about it.

Appearance: Hummingbird is a pretty 19-year-old girl with shoulder-length brown hair, green eyes, and a trim, attractive figure. Her normal costume consists of tight green pants, a green top that bares her midriff, nothing on her arms, short gold gloves, and gold boots — but sometimes she changes the color scheme around, just for fun. She doesn't wear a mask.



Membership: The membership of PSI is extensive and diverse; the most powerful and important members include Psimon, Hypnos, Lancer, Medusa, Mind Slayer, and Torment.

Background/History: The story of PSI, the Parapsychological Studies Institute, began in 1980 when the National Institute of Health, working with a grant from the estate of the super-scientist Michael Maven, formed a task force to study beneficial human mutations in general and psionic and psychokinetic powers in particular. The scientist they put in charge of the program was Dr. Sebastian Poe, a prodigy in his mid-20s who had already published several papers on the topic of what he referred to as “cerebellic genetic deviations.” Poe had several theories about psionics, most interestingly that while everyone was born with a certain level of potential for psionic powers, certain combinations of proteins and other chemicals could greatly enhance the powers of those who had already manifested small talents.

Unfortunately, Poe was unable to prove his theories quickly enough, and the NIH cut his funding in 1984. Poe believed he was very close to a breakthrough, so he opened a private research company, also called the Parapsychological Studies Institute, in Maryland with his own funds. Since he no longer had the government providing him with patients to experiment on, he hired Trace, a private detective who had already manifested psychic tracking abilities, to help him find subjects for his experiments.

In 1985, Poe had his breakthrough, developing what he called the “Psi Serum.” Using it on himself, he amplified his own psychic potential to the point where he could actually perceive the world through other people’s senses. Thrilled by his success, he also began experimenting on his own infant son Kevin, though at first this had no effect. Just as everything seemed to be going so well, Poe’s other personal investments failed and he was suddenly unable to continue maintaining the clinic. In desperation, Poe turned to organized crime and the Scarlatti family, who ruled the underworld of Baltimore. Sam Scarlatti saw the potential value of Poe’s serum and agreed to continue to fund Poe’s research, as long as Poe could continue to provide superhuman help for the Scarlattis in the form of his successful “experiments.”

Poe went straight to work, and within months he had his first two criminal successes: Darkmind, a powerful telepath; and Crimson, who manifested additional telekinetic “limbs.” Poe had also hired a new accountant, Madeline Bruner, and began an

affair with her. Bruner found out she had latent psionic potential and insisted she also get a sample of the serum; soon she manifested powers herself. Learning of the affair (and also the illicit experiments Poe had performed on their child), Poe’s wife Renee left him and took Kevin into hiding somewhere in the midwest.

By 1990 Madeline and Poe were married, and her ambition began to guide Poe’s work. Dissatisfied with merely providing soldiers for the mob, Madeline devised a plan to actually use their powers to seize control of the Scarlatti family, and under her direction the Psi Super-Agents carried it out. Not long after, she repeated the plan, except that this time her target was Baltimore’s VIPER Nest, and included in her spoils was the brilliant mechanical engineer Bradley Richards, who had devised most of that particular Nest’s equipment.

PSI’s power had begun to grow. The pace of growth, however, remained too slow for Madeline, who now preferred her codename “Medusa.” She began an affair with the most powerful of the field agents, a protégé of Poe’s called Psimon, and in 1994 the two devised a scheme to remove Poe from leadership. Carefully weaving a web of betrayal, Medusa and Psimon sacrificed their Maryland headquarters by leaving enough clues for the Justice Squadron to find and capture Poe and several other agents. Thanks to their careful planning, Poe’s claims that the Squadron had *not* in fact captured all of the organization were not believed, and in 1995 Poe was sentenced to a decade in Stronghold, where he remains to this day.

Meanwhile, the rest of PSI went underground, founding a new base just outside of the rebuilding city of Detroit (soon to be renamed Millennium City). Psimon and Medusa began a new series of plans, forming a special school for young mentalists whose student body was made up of runaways and kidnapes with psionic potential. They also started a new self-help movement called *Mind Incorporated* with the assistance of author Edward Cummings to bring more confused mentalists under their sway. And now, Madeline has begun to size up the possibilities of taking control of the Millennium City government. So far, the new PSI has yet to face a defeat thanks to their caution and careful planning (though they did tangle inconclusively with the Champions in 2001). They’ve assembled a large team of mentalists, ranging from the powerful ones described here to many with lesser powers, and they have more on the way. Eventually they intend to control the entire country from behind the scenes, and when they finally make their move they may well be unstoppable. Unless, of course,

THE PSI SERUM

Although Sebastian Poe is in prison, PSI retains control of his greatest discovery, the Psi Serum. The Psi Serum has the effect of amplifying a person’s latent psionic potential. If administered to a person with no psionic potential at all, it has no effect (other than sometimes making the subject mildly ill for one or two days). But if the subject has the tiniest trace of latent psionic potential — even so little that, like Madeline Bruner, they don’t register as mutants on mutant detection scanners — then the Psi Serum interacts with and increases that potential, usually to the point where the subject gains true mental powers. The stronger the subject’s potential, the stronger the powers he gains from the Psi Serum; to date, Psimon is the strongest and most versatile mentalist created with the Serum.

PSI keeps a small stock of the Psi Serum on hand for testing new “recruits” (even if they don’t know they’re being tested). The formula is a carefully-guarded secret; only Medusa and Psimon know it in full.

PSI PLOT SEEDS

Medusa gets tired of the slow pace of the team's schemes. At her insistence, Mind, Incorporated begins a major recruitment drive to swell PSI's ranks. However, greater public exposure also brings with it the risk of greater exposure of PSI's true purposes and plans. Is this the break the heroes need to shut PSI down for good?

Sebastian Poe gets released from prison early for good behavior. Furious at Medusa's and Psimon's betrayal, he teams up with VIPER to get both revenge and control of the group back. He plans to give a squad of VIPER agents special psionic powers and use them to smash PSI, then turn the tables on VIPER, re-form PSI, and start a new underworld empire of his own. But what happens if Kevin Poe shows up, possessing vast mental powers thanks to his father's early experiments, and wants to kill his father and destroy everything associated with him?

After one of Menton's schemes is foiled by the PCs, PSI senses its opportunity and puts together a "hit squad" to take him out. The PCs soon find themselves in a position of having to defend a weakened, but potentially world-conquering, enemy from another, lesser but still deadly, foe.

some heroes uncover their plans first, and survive long enough to do something about them....

Group Relations: The relations between the members of PSI are not the best; in a group of such misfits and powerhungry criminals, there are bound to be conflicts. The ongoing love affair between Psimon and Medusa ties them tightly together, but Mind Slayer has her deadly eyes on Psimon for herself. Lancer questions the group's efficiency and secretly entertains ideas about eliminating the two lovers and taking over. Hypnos has ambitions of his own. Only their mutual desire for power and profit, which they can more easily acquire together, keeps them functioning as a group.

PSI has an ongoing feud with VIPER due to the "Baltimore incident" (as VIPER refers to it), and is currently involved in a low-scale underworld war with ARGENT over what it views as that group's attempt to trick it and independently develop psionic technology (see *Champions Universe*, page 146). It regards independent mentalist villains, like Cybermind and Esper, as potential recruits, though it sees Menton as a major threat. Given a reasonable chance of success, PSI would probably try to eliminate Menton.

Tactics: PSI's approach to combat is different from that of other villain teams, since its members' powers mostly fall into the same category, mentalism. Instead of working together to pound opponents into the dirt, they combine their mental powers to achieve greater effects (see *Complementary Mental Powers* on page 119 of the *HERO System 5th Edition, Revised*). Early in battle, Hypnos often concentrates on using his Drain EGO so that enemies become more vulnerable to the team's powers; the other members protect him while he does this (assuming he can't find cover himself). Psimon uses his *Group Mind* power to keep the team in contact during any mission or battle.

Other than its general lack of anyone but mentalists, PSI's major tactical weaknesses is its inability to move quickly, or in unusual ways. Of the six most powerful members, only two, Hypnos and Mind Slayer, can fly; the others are limited to running. They plan their jobs and battles to take this into account as much as possible, but it still causes problems from time to time. Psimon has put some funds into researching personal teleportation technology, but so far nothing has come of it; he'd be interested in stealing some if he knew a good source. As an alternative, he'd be willing to create versions of Hypnos's belt jets for everyone, but Hypnos refuses to let anyone examine or reverse-engineer them.

PSI members typically carry a common set of equipment when in the field: a PSI blaster, for use against opponents like robots who aren't susceptible to psionic powers; a specially-tailored armored costume (with a distinctive PSI belt-buckle, but rarely including a mask); and a radio. Some members don't like to carry the blaster and conveniently "forget" it on occasion.

Campaign Use: You can use PSI in one of two ways. The first, but perhaps least satisfying, is as straight-

forward combat opponents for the PCs — sort of the same way you'd use Eurostar or the Ultimates. Given the specialized nature of PSI, this may be problematic. If your PCs don't have any strong defenses against Mental Powers, PSI will walk all over them; if they have too many defenses, they'll walk all over PSI.

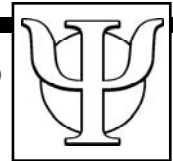
The second, and preferable, way is to emphasize the behind-the-scenes, conspiratorial scheming aspect of PSI — the aspect Medusa is so enamored of. With their psionic powers, the members of PSI can infiltrate governments and institutions, obtaining power and riches while secretly corrupting society. This is a much more insidious and evil form of supercrime than simply smashing banks apart to take the money, and one the PCs will have a harder time coming to grips with — which makes PSI more of an intriguing challenge. They can still hold their own if a fight breaks out (as it inevitably will), but they're not just combat machines, and this approach focuses on what makes them so dangerous: their ability to control people and events without being detected.

If PSI isn't powerful enough for your PCs, all you have to do is create some more members. The six described here definitely are not the limit of PSI's roster. Many others, such as the Inquisitor, Soulfire, Deuce, and Teke could be moved up into the "lead ranks" easily — and you can tailor their powers to suit whatever weaknesses you feel PSI has *vis-a-vis* the player characters. On the other hand, if PSI's members are too powerful, decrease their mental powers generally (or get rid of the powers causing you the most trouble), get rid of their standard equipment, or remove a few members from the team.

PSI is a dangerous and powerful Hunted. Rather than take on its quarry directly, the team conducts surveillance and research, finding out whatever it can and using that information to mount a campaign of covert harassment. A little Mind Control on the right people is enough to get a hero audited, divorced, fired, or arrested (among other things), and that's just the beginning. When PSI feels the foe is sufficiently weakened, it closes in to kill him... or transform him into a puppet to do its bidding.

Recruitment Drive

'Frustrated? Angry? Not able to live up to your potential? Now there's help for you — right inside your own brain!



'Unlock the amazing powers of your mind with Mind, Incorporated! Using special techniques developed by Nobel Prize-winning scientists, the counselors of Mind, Inc. will teach you how to put aside petty fears and doubts and let your true self emerge. Confident and in control, you'll be able to achieve things you never have before!'

—From a Mind, Incorporated
"informational pamphlet"

PSIMON

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2.5d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
29	EGO	38	15-	ECV: 10
23	PRE	13	14-	PRE Attack: 4½d6
18	COM	4	13-	
7	PD	4		Total: 15 PD (8 rPD)
10	ED	5		Total: 18 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
15	REC	14		
60	END	5		
35	STUN	0		Total Characteristic Cost: 182

Movement: Running: 6"/12"

Cost Powers **END**

60	<i>Mental Domination:</i> Multipower, 60-point reserve	
12m	1) <i>Superior Will:</i> Mind Control 12d6	6
12m	2) <i>Open Your Mind to Me:</i> Telepathy 12d6	6
12m	3) <i>Control Of The Senses:</i> Mental Illusions 12d6	6
12m	4) <i>Mental Overload:</i> Ego Attack 6d6	6
12m	5) <i>No Escape From My Thoughts:</i> Mind Scan 12d6	6
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0)	[16]
16	<i>PSI Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
9	<i>Mental Wards:</i> Mental Defense (15 points total)	0
35	<i>Group Mind:</i> Mind Link, any group of up to 16 minds	0
4	<i>PSI Radio:</i> Radio Perception/Transmission (Radio Group); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0

Talents/Perks

5 Money: Well Off

Skills

9	+3 with Mental Domination Multipower
3	Interrogation 14-
2	KS: American Superheroes 11-
2	KS: Television Shows 11-
3	Persuasion 14-
3	Seduction 14-
3	Tactics 13-

Total Powers & Skill Cost: 234

Total Cost: 416

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	Enraged: when taunted effectively or humiliated (Common) go 8-, recover 14-
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)

5	Psychological Limitation: Vain About His Appearance (Uncommon, Moderate)
10	Psychological Limitation: Consistently Underestimates Female Opponents (Common, Moderate)
15	Psychological Limitation: Powerhungry (Common, Strong)
15	Psychological Limitation: Loyal To Medusa Despite Their Fights (Common, Strong)
5	Rivalry: Romantic (with Medusa's various other lovers)
15	Social Limitation: Secret Identity (Simon Bell) (Frequently, Major)
111	Experience Points

Total Disadvantage Points: 416

Background/History: Simon Bell was PSI's first great success under Sebastian Poe's leadership. In 1992, Bell, a nondescript college student at the University of Maryland, checked himself into a local hospital complaining of migraine headaches. While there, he began to manifest psychic powers, giving several of the nurses and residents "waking nightmares" in the process. His "emergence" was detected by Trace, and Poe visited him in the hospital, recruiting him into PSI that very afternoon.

Giving him the joking code name "Psimon," Poe ran Bell through the full battery of tests, and eventually woke in him an impressive suite of psychic abilities. Poe began to regard Bell as his eventual second-in-command. Meanwhile, Medusa became quite taken with the handsome, aggressive young man, and the two started a torrid affair. Obsessed as always with personal power, Medusa decided Psimon was both more forceful and more easily manipulated than Poe, and convinced him to overthrow his mentor and seize control of the organization. With her assistance, Psimon laid the trap that led to the Justice Squadron capturing Poe and apparently "destroying" PSI. Instead, Psimon led the team underground and has commanded it ever since.

Personality: Psimon has been a fairly effective leader for PSI. Though not very well-read or educated (television is the limit of his entertainment), he is a strong tactician and a sharp thinker, using his team's abilities to their fullest advantage. He is not subtle, so he lets Medusa handle the scheming, reserving the power to approve her plans for himself. Personally, he has a massive ego and enormous faith in his own abilities. He frequently underestimates the abilities of his opponents, especially if they are female, though to his credit he usually learns from his mistakes. He knows PSI's greatest strength has been its patience and willingness to work behind the scenes, and is loath to risk revealing its existence to the public for anything but the highest stakes. Personally, he is a bit of a bully and has no patience for weakness, which he exploits cruelly for his own ends (as he does with Mind Slayer and Torment).

Despite his ego and desire for power, Psimon genuinely cares for Medusa, though the two of them fight frequently. He does not take kindly to other men paying her attention.

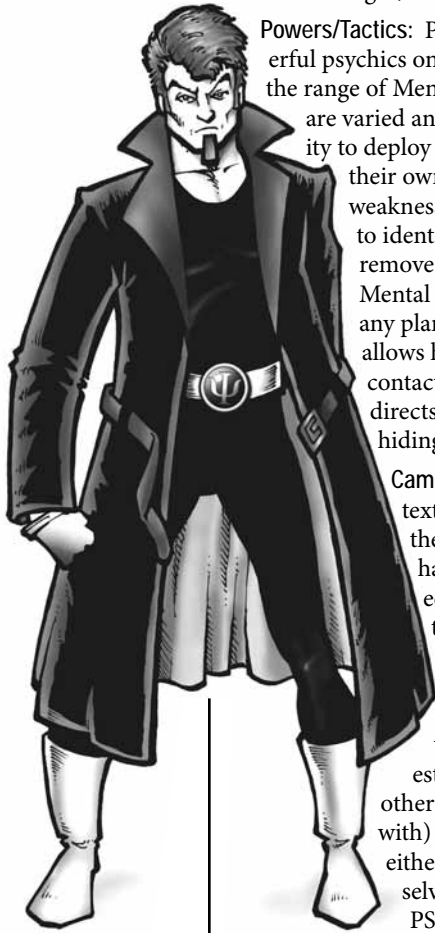
PSIMON PLOT SEEDS

Psimon gets tired of Medusa calling him "a dummy" and enrolls in Millennium City University (it's easy to get a scholarship when you have Mind Control!). The possibilities for unusual interaction with professors who secretly have superpowers, PCs who study or teach there, and the like are endless.

After a battle with the PCs, Psimon decides one of the male heroes was attracting just a little too much of Medusa's attention. He sets out to teach the hero not to mess with his girl.

During a fight with VIPER, Psimon is badly injured and captured. VIPER bioengineers rebuild him with numerous cybernetic enhancements (including a mind-control chip so he has to do what they say), and then unleash him to wreak havoc on the city, hopefully damaging or exposing PSI in the process.

Quote: "All right, hero. Time to do as Psimon says!"



Powers/Tactics: Psimon is one of the more powerful psychics on Earth, though nowhere near the range of Menton or Mentalla. His powers are varied and strong, allowing him the ability to deploy his teammates according to their own strengths and covering their weaknesses himself. In combat he tries to identify the opposition's leaders and remove them with Mind Control or Mental Illusions, hopefully scrambling any plan of attack. His Mind Link allows him to remain in constant contact with his own team, whom he directs to strike by surprise and from hiding wherever possible.

Campaign Use: See introductory text for general information. As the leader of PSI, Psimon should have as much or more knowledge of any plot the organization gets involved in than any other member (except maybe Medusa), though not of individual members' activities, which could lead to some interesting situations. VIPER (or any other organization PSI has interfered with) might recognize his value and either attempt to recruit him themselves or remove him to weaken PSI for a future attack.

If Psimon isn't powerful enough to affect the PCs in your campaign, try increasing his Multipower to a 75 Active Point reserve (and possibly increase some of the slots as well), or give him some gadgets to make him a more well-rounded combatant. If he's too effective, decrease the Multipower reserve to 50 Active Points.

Psimon's generally too cautious to Hunt a hero on his own. He'll lead PSI's efforts to Hunt someone as a group, but it's unlikely he'd go after a hero (particularly a powerful one) without backup.

Appearance: Psimon is a handsome young dark-haired man in his late twenties, standing about 6'1", with a small beard in the middle of his chin. He has piercing blue eyes and a charming, boyish grin he uses to great effect. Fastidious in his appearance, he hates to get dirty, and usually wears tailored clothes (including his PSI jumpsuit, which he's had altered to fit him better). He sometimes wears a longcoat over the jumpsuit.

HYPNOS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
23	EGO	26	14-	ECV: 8
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
				Total: 16 PD (8 rPD)
8	PD	5		Total: 15 ED (8 rED)
7	ED	3		Phases: 3, 5, 8, 10, 12
5	SPD	22		
9	REC	4		
56	END	10		
30	STUN	3		Total Characteristic Cost: 120

Movement: Running: 6"/12"
Flight: 10"/20"

Cost	Powers	END
30	<i>Mental Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Power Of Suggestion:</i> Mind Control 12d6	6
32	2) <i>Mental Shock:</i> Ego Attack 5d6, Does Knockback (+¼)	6
32	3) <i>Sapping The Will:</i> Drain EGO 2½d6, BOECV (Mental Defense applies; +1), Ranged (+½)	6
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0)	[16]
<i>Martial Arts: Brawling</i>		
	Maneuver	OCV DCV Notes
4	Eye Gouge	-1 -1 Sight Group Flash 4d6
4	Low Blow	-1 +1 2d6 NND (3)
4	Punch	+0 +2 5d6 Strike
3	Tackle	+0 -1 3d6 + v/5 Strike; You Fall, Target Falls
16	<i>PSI Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
10	<i>Mental Wards:</i> Mental Defense (15 points total)	0
16	<i>Concealed Belt Jets:</i> Flight 10"; IIF (-¼), Fuel Charge (1 Continuing Charge lasting 1 Hour; -0)	[1cc]
4	<i>PSI Radio:</i> Radio Perception/Transmission (Radio Group); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills

6	+3 OECV with Mind Control
3	Conversation 11-
3	Disguise 11-
1	Gambling (Card Games) 8-
2	KS: East Coast Mafia 11-
2	KS: The Superhuman World 11-
3	Persuasion 11-
3	Stealth 13-
1	Streetwise 8-
1	Teamwork 8-

Total Powers & Skill Cost: 230

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 15 DNPC: Wanda Van Der Schaaf (retired mother, in a nursing home) 8- (Incompetent)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
- 10 Hunted: Mighty Man 8- (As Pow, Imprison)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 10 Psychological Limitation: Lecherous (Common, Moderate)
- 10 Reputation: supervillain who's been beaten many times, 11-
- 5 Rivalry: Professional (with Psimon for leadership of PSI)
- 10 Unluck 2d6
- 45 Experience Points

Total Disadvantage Points: 350

Background/History: Brian Van Der Schaaf was always a bad kid — which only made sense, since his Mom was the notorious supervillainess Dr. Bedlam. After his mental powers manifested, he used them to bully his foster parents, teachers, and classmates, and when he finally got caught on a breaking-and-entering charge in 1983 and was sent to reform school, well, he wound up pretty much running the place. All his life he'd watched superbeings battle each other on the evening news, and finally he decided he was ready to join the fun. He developed a costume, stole some experimental belt-jets, and became the mercenary criminal Hypnos.

Well, being a supervillain turned out to be harder than Brian had thought. He ran into a second-rate hero called Mighty Man the first couple of times out of the starting gate, and despite his obvious edge in intelligence got beaten and wound up in Stronghold. He participated in the Great Stronghold Breakout of 1990, only to get rapidly recaptured by Vanguard. And when he teamed up with some other villains to rob Fort Knox, things finally seemed to be looking up — but then the Sentinels came along and busted up that little party.

Finally, in 1992 Hypnos took a job working as a henchman for the Lyndon mob in Philadelphia, and when the Scarlatti family took out a hit on Mr. Lyndon himself, Hypnos wound up in direct conflict with Psimon. The two struck up a conversation, and Psimon offered Hypnos a choice: come join PSI as a field agent, or die along with his employers. Hypnos signed up without hesitation. For the last decade Hypnos has added mental muscle to the PSI “ground troops.” He’s fairly happy with his current situation, but of course he’s always willing to listen to the next offer.

Personality: Hypnos is a straightforward costumed villain. He’s greedy, amoral, and lazy, and wants to use his powers to “get some for himself and the heck with everybody else.” He’s not particularly violent unless he’s scared or embarrassed, and isn’t really a killer. Mostly he just likes the excitement of fighting the law and

living life on the edge. He also is a first-class lecher and made passes at pretty much every female in PSI. Medusa has strung him along with promises, Lancer was mostly confused and turned him down, and Mind Slayer nearly cut him in half. He won’t be trying that one again.

Quote: “Hey, Nighthawk! Why don’t you go play in traffic? No, I mean it....”

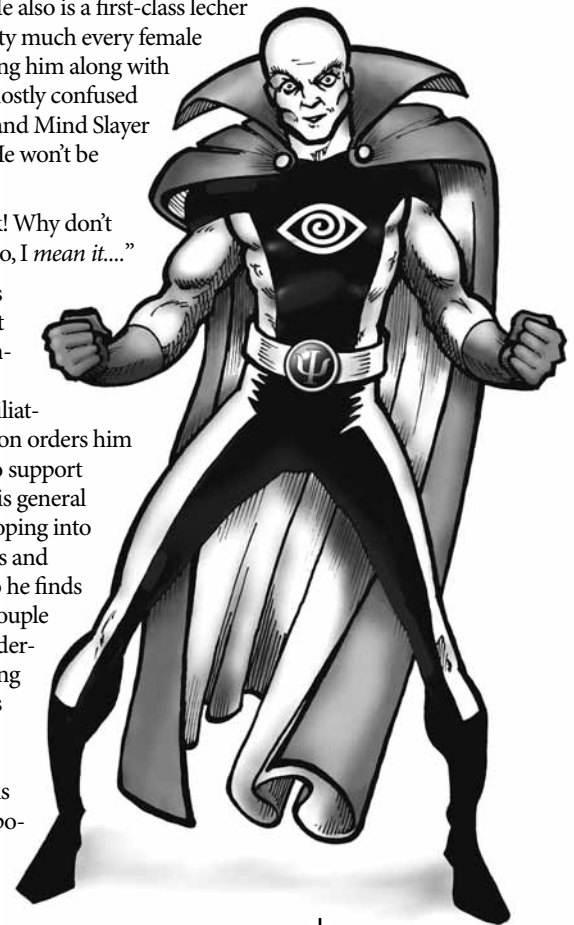
Powers/Tactics: Hypnos doesn’t much care about tactics, preferring to concentrate on having fun, looking good, and humiliating heroes. Unless Psimon orders him to use his Drain EGO to support one of his teammates, his general technique involves swooping into the fray with his belt-jets and zapping whichever hero he finds most annoying with a couple of Drain EGOS, then ordering them to do something spectacularly dangerous with his Mind Control and watching the fun. He is not above using his Mind Control to sic opponents who are getting to close to him on his teammates if the effect is easier to maintain.

Campaign Use: See introductory text for general information. Aside from his general criminal conduct as a member of PSI, Hypnos is useful to the GM as a potential weak spot in PSI’s armor. Not only would he like to displace Psimon (if for no other reason than to have a better chance with Medusa), but he’s also a pretty good candidate to sell out the team if someone like VIPER decides to go after PSI once and for all.

To make Hypnos a tougher opponent, give him more Elemental Control slots (possibly including some Mind Scan, or a Mental Transform. To tone him down a bit, increase the END cost for his Mind Control (and maybe other powers).

Hypnos might make a good Hunter or arch-nemesis for one of the PCs in your group, since his annoying behavior makes him the kind of bad guy heroes “love to hate.” (He’s particularly likely to annoy heroines, because of his crude passes and suggestive innuendo.) He prefers vicious ambushes involving his Ego Attack, and if he succeeds in knocking his quarry out, he Drains his EGO down to almost nothing and then Mind Controls him when he wakes up.

Appearance: Hypnos is an odd-looking white male in his mid-30s, completely bald and with unusually pale skin and dark eyes. He stands 5’10 and weighs about 180. In his costumed identity, he wears a PSI armored uniform, dark red in the center, boots, and gloves, and gold along the sides and arms, with a “hypnotic eye” chest symbol. Unlike most PSI members, he also wears a cape, also gold-colored, with a high collar. His belt-jets are worn in back, concealed by his cloak.



HYPNOS PLOT SEEDS

Hypnos meets Foxbat in a bar one night. Over several beers the two decide they're sick of not being taken seriously, so they're going to team up and terrorize the town! Hilarity ensues as the two half-drunk supervillains try to commit various crimes.

While driving to the store one day, Hypnos accidentally has a minor fender-bender with supermodel Nia Thalotos. Talk about luck! Soon he's being seen all over town in the company of a bevy of gorgeous, subservient women. Can the PCs save the helpless models from their horrible fate?

An old friend from his days as a mob super-hireling sells Hypnos some experimental force-field technology "that fell off the back of a truck." Now virtually immune to injury, Hypnos becomes even more of an arrogant nuisance than he was before. Can Psimon keep his position of power within PSI? Can the PCs stop Hypnos from committing ever more spectacular crimes? What happens when the War Machine comes looking for the Warlord's stolen technology?

LANCER

Val	Char	Cost	Roll	Notes		
20	STR	10	13-	Lift 200 kg; 4d6 [2]		
21	DEX	33	13-	OCV: 7/DCV: 7		
23	CON	26	14-			
17	BODY	14	12-			
14	INT	4	12-	PER Roll 12-		
25	EGO	30	14-	ECV: 8		
20	PRE	10	13-	PRE Attack: 4d6		
14	COM	2	12-			
11	PD	7		Total: 19 PD (8 rPD)		
10	ED	5		Total: 18 ED (8 rED)		
6	SPD	29		Phases: 2, 4, 6, 8, 10, 12		
13	REC	8				
66	END	10				
39	STUN	0		Total Characteristic Cost: 188		
Movement:		Running 7"/14"				
Cost	Powers				END	
32	<i>Mind Lance:</i> Ego Attack 4d6; Visible (-¼)				4	
30	<i>Clouding The Mind:</i> Invisibility to Sight, Hearing, Smell/Taste, and Mental Sense Groups, No Fringe; Only Works Against Sentient Targets She's Aware Of (-½)				4	
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0)				[16]	
	<i>Martial Arts: Commando Training Maneuver</i>					
3	Aikido Throw	+0	+1	4d6 + v/5; Target Falls		
4	Boxing Cross	+0	+2	6d6 Strike		
4	Escape	+0	+0	35 STR vs. Grabs		
4	Judo Disarm	-1	+1	Disarm, 30 STR		
4	Karate Chop	-2	+0	HKA ½d6 (1d6+1 with STR)		
16	<i>PSI Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)				0	
10	<i>Mental Wards:</i> Mental Defense (15 points total)				0	
2	<i>Athlete:</i> Running +1" (7" total)				1	
4	<i>PSI Radio:</i> Radio Perception/Transmission (Radio Group); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)				0	
Talents						
3	Lightsleep					
5	Resistance (5 points)					
Skills						
5	Breakfall	14-				
3	Climbing	13-				
3	Combat Driving	13-				
3	Demolitions	12-				
2	KS: History Of Alternate Earth,	11-				
3	Lockpicking	13-				
2	PS: Psi-Warrior	11-				
3	Security Systems	12-				
3	Stealth	13-				
2	Survival (Temperate)	12-				
3	Systems Operation	12-				
3	Teamwork	13-				
3	Tactics	12-				

- 3 TF: Common Ground Vehicles, Tracked Military Vehicles
5 WF: Small Arms, Blades, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skill Cost: 187

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
15 Psychological Limitation: Wants to Protect Mentalists From Persecution (Uncommon, Total)
20 Psychological Limitation: Mistrusts Non-Psis (Very Common, Strong)
15 Psychological Limitation: Hates Governments And Military (Common, Strong)
5 Unluck 1d6
10 Vulnerability: 2 x Effect from Mental Illusions (Uncommon)
80 Experience Points

Total Disadvantage Points: 375

Background/History: Charyle Zuidema was born on a different Earth from ours, one in a parallel timeline where history had taken a different course. On her Earth, psis were persecuted by the world government, a United Nations-like organization that pursued mentalists with special security robots. Charyle was part of a resistance cell located in the Canadian wilderness, and since her powers had developed in puberty had been trained as a guerrilla psi-warrior, combining mental powers and military skills into one lethal package. On one fateful day in 1999, her cell was pinned down by a squad of Hunterbots and several of her friends were killed. As they crouched behind a fallen tree, one of her teammates, Gavin Tanis, used a power she hadn't known he had: the ability to cross dimensions and travel between different historical timelines. He sent her to our world to save her life — the last thing she saw before fading out was Gavin being struck by a hail of bullets.

Charyle arrived in our world completely unprepared, but determined to do whatever it took to keep this world from becoming like the one she left behind. She joined PSI of her own free will, believing that the only way for psis to guarantee their safety was to control the governments of the world. Though she doesn't agree with Medusa or Psimon generally on an ethical basis, she's willing to bide her time until she has built up a power base of her own and can do to them what they did to Poe. Towards that end, she's been spending a lot of time with Torment and a few of the kids at the Academy...

Personality: Charyle is basically a good person who feels herself to be at war. She generally mistrusts anyone who isn't a mentalist because of her experiences growing up on her alternate Earth, and is determined not to lose any more loved ones.

She considers her partnership with PSI to be a temporary one, and justifies her participation in their worst actions as the lesser of two evils. Despite the atmosphere of treachery and paranoia within PSI she has made a few friends, like Deuce and even Torment; she hopes they'll make up the core of the new PSI when she takes over in a few years and uses PSI to keep the United Nations from controlling the world.

The history of Lancer's Earth is basically the same as that of this Earth until 1970, at which point it diverges radically. Thus, she has no knowledge of this Earth's history or culture for the past thirty years, which may cause her minor difficulties from time to time.

Quote: "We leave no one behind. Do you understand me?"

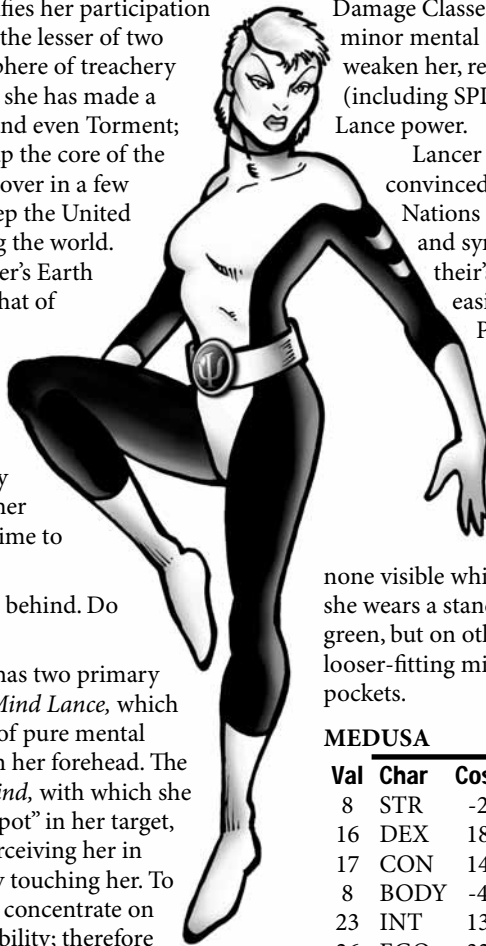
Powers/Tactics: Lancer has two primary powers. The first is her *Mind Lance*, which is a visible purple beam of pure mental force that emanates from her forehead. The other is *Clouding The Mind*, with which she creates a mental "blind spot" in her target, preventing him from perceiving her in any way short of actually touching her. To use this power, she must concentrate on the "targets" of the invisibility; therefore anyone she remains unaware of can perceive her normally.

Lancer has a thorough background in guerrilla tactics and years of experience as a soldier. While not a true leader-type, she has a fine tactical sense, makes an excellent lieutenant and scout, and works very well in groups. She doesn't care for killing but will do so when necessary.

The structure of Lancer's mutant mind makes her more susceptible than most people to Mental Illusions. She's aware of this; Psimon, fortunately for her, is not.

Campaign Use: See introductory text for general information. Eventually, Lancer won't be able to tolerate PSI's evil plans and will want to take over the organization. Her efforts in this regard might make up a nice series of background stories over the course of a campaign leading to a climactic confrontation between two factions of PSI, with the PCs in the middle! Also, it would be interesting if pursuers from her home dimension ever crossed over into Earth's dimension, or perhaps the PCs might make a visit to hers somehow. Lastly, it might make an interesting complication if Lancer were to encounter doubles of people she knew on her Earth here; what sort of roles might the PCs or other characters play in her timeline?

To make Lancer more powerful, give her some of her old psi-warrior military equipment — for example, her mentally-linked assault rifle (RKA 2d6, Autofire, 64 Charges, +4 OCV only



for Lancer). You could also give her some Extra Damage Classes for her martial arts, or another minor mental ability or two. If you need to weaken her, reduce her Characteristics a little (including SPD to 5), and get rid of her Mind Lance power.

Lancer won't Hunt heroes, unless she's convinced they're working for the United Nations to oppress mentalists. Her morals and sympathies are more in tune with their's than with PSI's. In fact, she could easily wind up allying herself with the PCs in some situations.

Appearance: Lancer is a redheaded woman in her early 30s, standing six feet tall. She wears her hair cut very short, military style, to keep it from bothering her when she's fighting. Lean and muscular, she has several scars on her body,

none visible while fully clothed. On most missions, she wears a standard PSI costume, in gold and green, but on others, and when off-duty, she prefers looser-fitting military-type clothing with numerous pockets.

MEDUSA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
17	CON	14	12-	
8	BODY	-4	11-	
23	INT	13	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
				Total: 18 PD (14 rPD)
4	PD	2		Total: 18 ED (14 rED)
4	ED	1		Phases: 3, 6, 9, 12
4	SPD	14		
5	REC	0		
34	END	0		
30	STUN	9		Total Characteristic Cost: 108

Movement: Running 6"/12"

Cost	Powers	END
120	<i>Mental Paralysis:</i> Entangle 6d6, 8 DEF, BOECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Work Against EGO, Not STR (+¼), Reduced Endurance (0 END; +½); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼)	0
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-)	[16]
7	<i>Stiletto:</i> HKA ½d6 (1d6 with STR), Armor Piercing (+½); OAF (-1), No Knockback (-¼)	1
16	<i>PSI Armored Costume:</i> Armor (11 PD/11 ED); OIF (-½), Activation Roll 14- (-½)	0
15	<i>Mental Wards:</i> Mental Defense (20 points total)	0
4	<i>PSI Radio:</i> Radio Perception/Transmission (Radio Group); OAF (-1),	

LANCER PLOT SEEDS

Lancer decides the time has come to eliminate Psimon and take over PSI. She decides to do to him what he did to Sebastian Poe, using the PCs in the place of the Justice Squadron.

Using money earned as part of PSI and by pulling some "side jobs," Lancer contracts with Teleios to buy a squad of custom-bred Psychic Warriors, which she intends to use first to take over PSI, then to return home and rout the United Nations. But what if Teleios has an agenda of his own, and the Psychic Warriors start disobeying her?

The United Nations from Lancer's dimension finds a way to follow her and sends Hunterbots in pursuit. Soon mentalists everywhere are coming under attack from powerful killer robots!

MEDUSA PLOT SEEDS

Medusa meets a male PC in his civilian identity at a highbrow social function and sets out to seduce him, thinking he has something (money, influence, valuable property, fame) she can use to further her ambitions.

When Mind, Incorporated comes under the scrutiny of the authorities, Medusa decides to eliminate the people backing the potential investigation. The PCs are called in to investigate a series of bizarre murders in which the victims all had their throats cut, but don't seem to have struggled at all....

The President announces a visit to Millennium City. Medusa figures this is her chance to get close to him and start acquiring real power, so she makes careful plans. The PCs have to find out what she's up to and stop her.

	Affected As Hearing Group As Well As Radio Group (-¼)	0
	Perk	
6	Money: Wealthy	
	Talent	
6	Combat Luck (3 PD/3 ED)	
	Skills	
3	Acting 13-	
3	Bureaucratics 13-	
3	Computer Programming 14-	
3	Conversation 13-	
7	High Society 15-	
1	CK: Millennium City 8-	
3	KS: PSI's Finances 14-	
2	KS: Millennium City Underworld 11-	
2	KS: The Superhuman World 11-	
2	Language: French (fluent conversation; English is native)	
3	Persuasion 13-	
3	PS: Accountant 14-	
7	Seduction 15-	
3	Stealth 12-	
3	Teamwork 12-	

Total Powers & Skill Cost: 242

Total Cost: 350

200+ Disadvantages

20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Powerhungry (Very Common, Strong)
15	Psychological Limitation: Uses Sex To Manipulate Men (Common, Strong)
15	Psychological Limitation: Actually In Love With Psimon And Jealous Of His Attention (Common, Strong)
15	Social Limitation: Secret Identity (Madeline Bruner) (Frequently, Major)
65	Experience Points

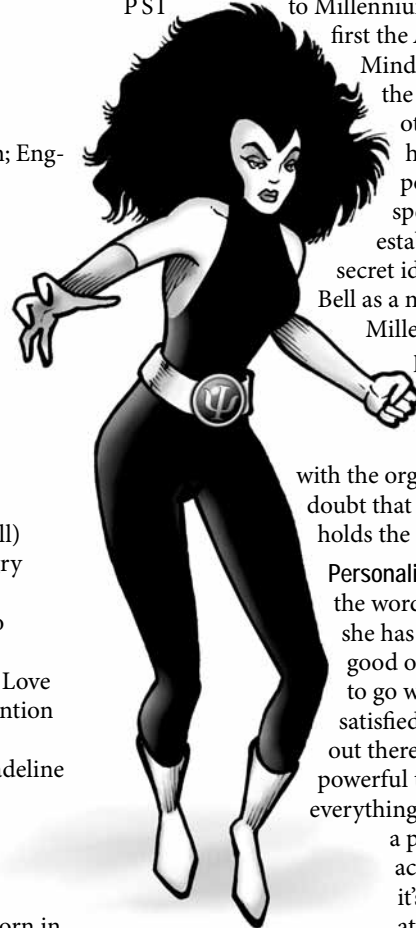
Total Disadvantage Points: 350

Background/History: Madeline Bruner was born in 1965 to upper-middle-class parents in Connecticut. All her life she watched her parents try to scramble up the social ladder and not quite succeed. Everything they had, and it was plenty for most people, was never enough for the Bruners. Madeline learned her lessons well, and went off to college with the idea of acquiring a good job and then a wealthy husband firmly in mind. After graduating with a degree in accounting, she took a job as CFO of a small research firm in Maryland, only to discover that the Parapsychological Studies Institute was being funded by the mob in exchange for the use of some of its students as super-criminals! Her mother would have been scandalized, but Madeline was only... intrigued.

She began an affair with the Institute's director, Sebastian Poe, and when his wife found out and left him they moved in together, marrying in 1989. She became invaluable to Poe in his relationship with

the Scarlatti family, since he didn't have the native instinct for deception that she had or the ability to organize and "cook" PSI's books. And then, when she asked him to give her the psychic activation serum he'd developed, well, there was no way for him to refuse.

Once Madeline became Medusa, there was no limit to her thirst for more power. First she pushed Poe to betray the mob, and then to take on and defeat the local VIPER Nest. But he moved too slowly for her, so she instead took up with the younger and more ambitious Psimon, and helped him betray and overthrow Poe. After escaping the Justice Squadron, she convinced Psimon to move P SI



to Millennium City and to found first the Academy and then Mind, Incorporated — all the while juggling several other lovers. Now she has set her sights on political power, and has spent her time recently establishing her new secret identity of Madeline Bell as a mover and shaker in Millennium City's local politics. Though Psimon remains the official head of PSI, no one who deals with the organization has any doubt that it's Medusa who really holds the reins.

Personality: Medusa defines the word "powerhungry," and she has a generous dose of good old-fashioned greed to go with it. She won't be satisfied as long as someone out there is happier and more powerful than she is. Despite everything she has, she still has a pathological need to acquire *more*, whether it's wealth, power, or the attention of men. But

she's a shrewd and crafty plotter and never enters a situation without a plan. She is patient, methodical, and absolutely ruthless to anyone unfortunate enough to get in her way.

Despite her constant string of affairs and willingness to use sex as a weapon, Medusa genuinely loves Psimon, and gets jealous when he pays attention to other women. They may fight a lot, but he's *hers* to fight with, and anyone who tries to take him away is going to suffer.

Quote: "You'll regret your interference in my plans. Now why not be a good boy and stay there for a while?"

Powers/Tactics: Thanks to Sebastian Poe's Psi Serum, Medusa's minuscule latent psionic potential was vastly amplified, giving her a single, extremely strong, mental power: the ability to paralyze her foes, locking up their voluntary muscles and motor

commands. Once she makes someone stop moving, they usually can't budge until the effect wears off (about a day later, unless another member of PSI helps the victim out, or he breaks out on his own).

Medusa avoids combat whenever possible. If she can't avoid it, she'll get to cover quickly and then snipe at targets, trying to set them up for her teammates. She has been known to freeze people who have particularly angered her and then slit their throats, leaving them to watch as their lives bleed slowly away. She carries a stiletto with sharpened edges for this purpose (it's also good for Surprise Move attacks against vulnerable foes who don't know she's got it).

Campaign Use: See introductory text for general information. Medusa is the "power behind the throne" of PSI, and unlikely to appear without an entourage of field agents to protect her. However, her recent efforts to manipulate political events in Millennium City may bring her a new set of enemies and rivals that might threaten PSI's veil of secrecy.

To make Medusa more powerful, give her some additional mental powers, though they should be nowhere near as strong as her Mental Paralysis. If she's too effective in your campaign, reduce the dice and DEF of her Mental Paralysis until it's powerful enough to be frightening, but not overwhelming.

Medusa doesn't get involved in Hunting heroes; it's not worth her while. She might, as Madeline Bell, pursue a hero (in his costumed or civilian identity) romantically if she sees something to gain by it, or find a spiteful way to get back at a hero who defeats, humiliates, or exposes her, but nothing more.

Appearance: Medusa is in her mid-30s, and though she is only slightly more attractive than average, she has an indefinable appeal to some men. She is careful about her appearance, and keeps her thick mane



Forewarned Is Forearmed

'Listen up, people! That last mission didn't go so well — those damned Champions nearly caught us. It was only thanks to Medusa taking a couple of them out of the fight that we managed to get away. We might not be so lucky next time. It's time to start finding out more about these jerks so we can remove them from the picture. We've got to learn more about them so we can locate their weaknesses and use 'em against them. Here's what we're going to do....'

—Psimon, rallying his troops

of long, black hair styled in whatever the fashion of the moment might be. When she does have to work in the field she wears a modified PSI costume, carefully tailored to show off her generous figure.

MIND SLAYER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
19	DEX	27	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
				Total: 40 PD (31 rPD)
				Total: 30 ED (21 rED)
				Phases: 3, 5, 8, 10, 12
9	PD	6		
9	ED	5		
5	SPD	21		
7	REC	0		
52	END	8		
27	STUN	0		
				Total Characteristic Cost: 117

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers **END**

75	<i>Telekinesis:</i> Multipower, 75-point reserve	
15m	1) <i>Telekinetic Blades:</i> RKA 4d6, Reduced Endurance (½ END, +¼)	3
15m	2) <i>Mental Manipulation:</i> Telekinesis (42 STR), Fine Manipulation	7
15	<i>Telekinetic Powers:</i> Elemental Control, 30-point powers	
15	1) <i>Telekinetic Shield:</i> Force Field (20 PD/10 ED)	3
30	2) <i>Telekinetic Wall:</i> Force Wall (12 PD/6 ED)	4
15	3) <i>Telekinetic Flight:</i> Flight 15"	3
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0) [16]	
16	<i>PSI Armored Costume:</i> Armor (11 PD/11 ED); OIF (-½), Activation Roll 14- (-½)	0
12	<i>Mental Wards:</i> Mental Defense (16 points total)	0
15	<i>Telekinetic Probe:</i> Spatial Awareness (Mental Group); Costs Endurance (-½)	2
4	<i>PSI Radio:</i> Radio Perception/Transmission (Radio Group); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills	
6	+2 with Telekinesis Multipower
3	Breakfall 13-
2	KS: Millennium City 11-
2	KS: The Superhuman World 11-
1	Language: Spanish (basic conversation; English is native)
3	Seduction 12-
3	Stealth 13-
5	Streetwise 13-
2	Survival (Urban) 11-

Total Powers & Skill Cost: 274

Total Cost: 391

MIND SLAYER PLOT SEEDS

"What do you mean you're out of cigarettes?" Caught in the grip of a severe nicotine fit, Mind Slayer trashes three convenience stores and kills six people before she finds a place that carries her brand (Coffin Nails Thin Menthols, in the jet-black pack — ask for them by name!). The PCs are asked to investigate the mysterious crimes and bring the killer to justice.

Mind Slayer decides it's time to get rid of Medusa so she can have Psimon to herself. However, she can't just kill her; that could turn Psimon against her forever, and that's unthinkable. Instead, she buys an anaesthetic gas from ARGENT that mimics Medusa's powers, intending to use it to frame her. The PCs have to investigate a wave of killings and stop them, hopefully figuring out in the process that it was Mind Slayer and not Medusa who slit those throats.

Mind Slayer recognizes one of her old "regulars" in Chicago as an up-and-coming Millennium City politician preaching a message of "good old-fashioned American family values." She begins blackmailing him, so he has to figure out a way to sic the PCs on her without revealing his secret. And what happens if Medusa finds out Mind Slayer has withheld such valuable information from her?

200+ Disadvantages

- 5 Dependence: character must smoke (or otherwise ingest nicotine) at least once every six hours or suffer Incompetence (Very Common, Addiction)
- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture)
- 25 Hunted: Police 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Loves And Needs Approval From Psimon (Common, Total)
- 15 Psychological Limitation: Violent (Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 5 Rivalry: Romantic, with Medusa, for Psimon's affection
- 15 Social Limitation: Secret Identity (Stacy Turner) (Frequently, Major)
- 10 Unluck 2d6
- 51 Experience Points

Total Disadvantage Points: 391

Background/History: Stacy Turner ran away from her home in the suburbs of Chicago in 1989 when she was sixteen, fleeing the beatings her father had given her regularly since the death of her mother a few years before. For a while she survived on the Chicago streets, first as a petty thief and eventually as a prostitute. But when one of her "johns" attempted to beat her in a filthy motel room late one night, she snapped mentally and her powers manifested in the form of telekinetic "knives" that tore her tormentor apart. Terrified, Stacy stole his wallet and used the money to get on a bus.

While still on the run, she was approached by a heavysset older man who called himself Trace, who promised to take her to a place where doctors could help her learn to use her powers safely and no one would be able to hurt her again. Though she was hesitant at first, eventually he won her over and took her back to the Institute. There she met Dr. Poe, who showed her various new ways to use her powers, and Psimon, with whom she fell instantly in love. She became one of PSI's most feared assassins, and when Psimon approached her about joining the "traitors" in taking over the organization, she accepted immediately. Now she serves as Psimon's personal bodyguard and aide, as well as an occasional field agent.

Personality: Mind Slayer is absolutely in love with and loyal to Psimon. Even though she knows he also has a relationship with Medusa, she has convinced herself it means nothing to him and she remains his one true love (a fact he's quick to take advantage of, especially when Medusa's

not around). To everyone else, Mind Slayer is utterly cold, merciless, and uncaring. She rarely even speaks to anyone other than her "love." She is quick to anger, and reacts harshly and sometimes violently to any attempt to engage her in conversation. The other members of PSI have learned to just leave her alone as much as possible. She smokes heavily but does not drink or use other drugs. She takes her "bodyguard" responsibilities seriously, and spends most of her time at Psimon's side watching out for danger.

Quote: "Don't worry, dear, this costumed fool won't hurt you again after I cut him to ribbons."

Powers/Tactics: Mind Slayer's powers are all variations on her telekinesis, from straightforward mental "grabs" to shields of mental energy to psychokinetic "fingers" enabling her to function by feel in darkness. Her specialty, however, are the razor-sharp "knives" she fashions from pure mental force and hurls at her enemies. She has no hesitation about using this lethal attack in combat, and is therefore a fearsome opponent.

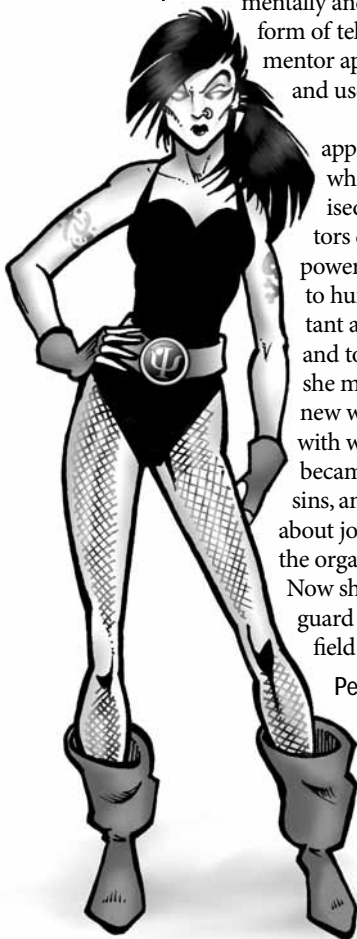
In a battle, Mind Slayer remains as close to Psimon as possible, using her Force Wall to protect him (and her) from attackers. That keeps her from using her Telekinetic Blades, of course, but she can still use ordinary Telekinesis. If necessary, she'll leave Psimon in a force bubble and fly out into battle, but she's loathe to do this for fear Psimon will get hurt when she's not around. If a fight goes badly, she'll pick Psimon up and fly away with him.

Campaign Use: See introductory text for general information. Mind Slayer is probably the least likely member of PSI (aside from Psimon and Medusa) to turn against the organization; she genuinely loves Psimon and has no outside interests at all. However, some day she may become aware that he doesn't love her in return, and her wrath in that case might be fearsome. Also, her real father still lives in Chicago — if a mission took her out there, she might decide to drop in on him and try to resolve some old traumas.

To make Mind Slayer more powerful, give her some additional telekinetic powers, or increase her Multipower reserve until she can add Indirect to her Telekinetic blades and use them from within her Force Wall. To weaken her, reduce her Multipower to a 60 Active Point reserve, or decrease her END so she has to watch how she uses her powers more carefully.

Taking Mind Slayer as a Hunted is like signing one's own death warrant; she's clever, fast, and vicious. She likes to strike from surprise with her Telekinetic Blades, preferably while her quarry is in public or with loved ones.

Appearance: Mind Slayer is in her late twenties, and has an exotic, unconventional beauty she disguises with thick makeup and "punk" haircuts. Her lipstick and nail polish are usually either black or a garish candy color. She wears a modified PSI costume with fishnet hose instead of leggings, which she decorates with studs and spikes and "accessorizes" with pins, bracelets, and safety pins. She never mends any of the tears in her outfit unless they're too revealing for comfort. Unless she's fighting, she's probably got a lit cigarette in her mouth or hand.



TORMENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
21	EGO	22	13-	ECV: 7
10	PRE	0	11-	PRE Attack: 2d6
16	COM	3	12-	

10	PD	7		Total: 18 PD (8 rPD)
8	ED	4		Total: 16 PD (8 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	4		
36	END	0		
30	STUN	1		Total Characteristic Cost: 107

Movement: Running 7"/14"

Cost Powers **END**

80	<i>Share My Pain:</i> Ego Attack 4d6, Continuous (+1), Reduced Endurance (0 END; +½); Concentration (½ DCV; -¼) 0			
	<i>Martial Arts: Muay Thai</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Low Kick	+0	+2	7d6 Strike
5	Roundhouse Kick/Knee Strike	-2	+1	9d6 Strike
8	+2 Damage Classes (already added in)			
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0) [16]			
16	<i>PSI Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½) 0			
16	<i>Mental Wards:</i> Mental Defense (20 points total) 0			
2	<i>Athletic:</i> +1" Running (7" total) 1			
4	<i>PSI Radio:</i> Radio Perception/Transmission (Radio Group); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼) 0			

Talents

3 Lightsleep

Skills

4	+2 OECV with Ego Attack
4	+2 OCV with Low Kick
2	KS: Pharmaceuticals 11-
1	Paramedics 8-
3	Stealth 13-

Total Powers & Skill Cost: 176

Total Cost: 283

200+ Disadvantages

15	Dependence: must take special pain-relieving drugs at least once per day or suffer 3d6 damage (Uncommon)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Fear Of Pain (Common, Strong)

10	Psychological Limitation: Apathetic (Common, Moderate)
15	Social Limitation: Secret Identity (Jeff Baldwin) (Frequently, Major)
5	Unluck 1d6

Total Disadvantage Points: 300 (see text)

Background/History: Jeff Baldwin was born prematurely in 1984 to a poor couple living in Los Angeles. After a desperate struggle to keep the infant alive succeeded, doctors informed his parents he had suffered irreparable brain damage and would be mentally handicapped. Unable to afford the care necessary for a child with special needs, his parents placed him for adoption and he was moved to a special care center.

By 1989 it was clear the doctors had misdiagnosed young Jeffrey, who was in fact very bright but suffered from a freakish brain disorder that left him in constant agony. His nerves would fire at random, inflicting a ghostly pain that migrated around his body and did not respond to any conventional form of treatment. He lived in a series of hospitals for the next several years, as scientists attempted to determine how to alleviate his condition. In the meantime, he was put on a series of drugs which only dulled the pain.

In 1993, Sebastian Poe learned of Jeff's condition and offered to help. (In fact, he suspected a psychic origin for the pain and hoped to learn how to control and even create such a condition in others.) Within a few months, Poe and his assistant Dr. Hurtado had developed a chemical that relieved the pain. As they suspected, Jeff was also a psi and the combination of activating drugs administered to him also gave him the power to broadcast the pain he felt into other people's minds.

Around this time, Psimon and Medusa betrayed Poe to the authorities, and they took Jeff with the group when it went underground. With the help of Dr. Hurtado, Psimon and Medusa brainwashed Jeff, withholding his medication if he failed to cooperate. By 1998, Jeff had become a reluctant field agent for PSI under the codename Torment.

Personality: Torment has given up fighting against PSI's brainwashing and serves them apathetically out of fear of losing access to the drugs he needs. After spending his entire childhood in pain, he will do just about anything to avoid the return of the agony. A few years ago he made a couple of attempts to steal the drugs and run away, but both times he failed and was severely punished. Jeff is now a gloomy and resigned individual who no longer feels any joy in life; he follows orders mechanically and disinterestedly.

Quote: "Don't make me hurt you any more — neither of us would like it."

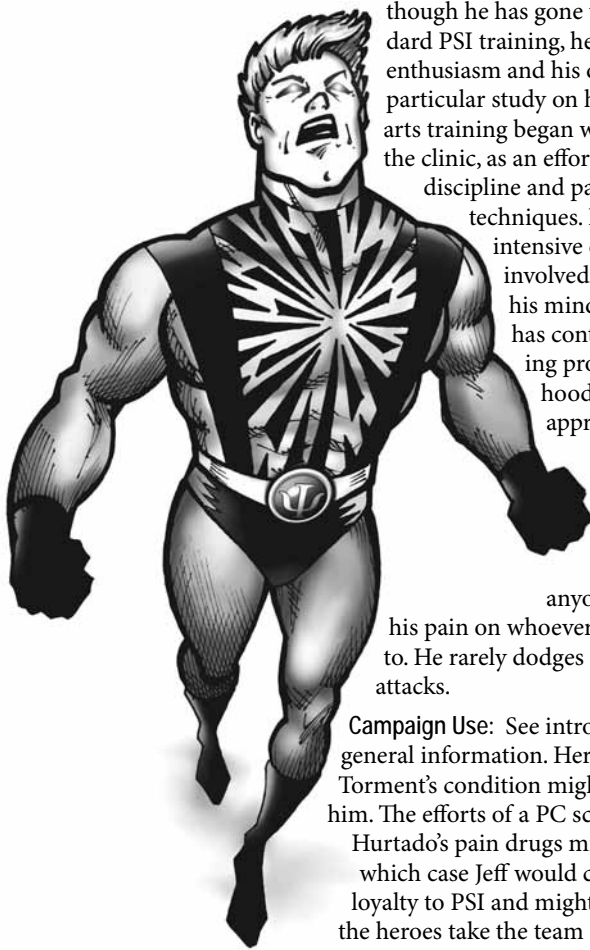
Powers/Tactics: Torment has one power — the ability to project excruciating pain into the minds of others. When he uses it, his focus is fully on his target; to a certain extent they become "joined," though it is not in any sense a telepathic communication. His mental wards are naturally strong;

TORMENT PLOT SEEDS

Torment builds up a tolerance to his drugs, eventually reaching the point where he's in such agony he broadcasts it to others for hundreds of yards around him. The PCs have to figure out what's going on, help him, and put a stop to PSI's efforts to use his powers for evil.

Torment decides to find out who his real parents were. Maybe knowing more about them, and their medical histories, can help him cure his condition. Will he have to enlist the PCs' help with the investigation (no one at PSI will help him, certainly, and they'd probably try to stop him)? What if his parents are now famous, rich, or even superheroes?

Torment increases his martial arts training regimen to help himself cope with his pain and situation, even entering some local tournaments. In the process he meets a PC, perhaps in his Secret Identity, and develops a relationship which could develop into many different subplots.



though he has gone through the standard PSI training, he did so without enthusiasm and his defenses reflect no particular study on his part. His martial arts training began while he lived in the clinic, as an effort to build mental discipline and pain-management techniques. He found that the intensive exercise and study involved at least helped take his mind off the pain, and has continued his kickboxing program into adulthood, a practice PSI approves of.

In combat, Torment does as he's told. He has no desire to hurt, much less kill, anyone, but he'll unleash his pain on whoever Psimon tells him to. He rarely dodges or tries to avoid attacks.

Campaign Use: See introductory text for general information. Heroes who learn of Torment's condition might be moved to help him. The efforts of a PC scientist to duplicate Hurtado's pain drugs might succeed, in which case Jeff would certainly show no loyalty to PSI and might be moved to help the heroes take the team down (and perhaps, later, become a superhero himself). It would take a great deal of effort at this point to get Jeff to open up to concerned PCs, but the results would certainly be worth it.

Torment is still relatively young and inexperienced. He has 17 unspent Character Points, plus the potential to acquire up to 50 more points' worth of Disadvantages as he grows into his powers (don't consider him a "starting character" until he reaches the 350 point level). You can use these to give him additional powers and Skills as the game progresses.

To make Torment more powerful, give him more psionic abilities — maybe the power to transfer pain from one person to another (an odd Drain-Aid combination), the ability to alleviate pain in others (Aid, Healing), or creating a naked *Area Of Effect* Advantage he can sometimes apply to Share My Pain. To make him less powerful, decrease his dice of Ego Attack.

Torment doesn't Hunt heroes. Even if ordered to by Psimon, he'll find a plausible way to botch the job.

Appearance: Jeff is a half-Hispanic male in his late teens, in excellent physical shape at 5'11" and 160 pounds, and dirty blonde hair that goes well with his complexion. He wears a PSI costume with a "shards of agony" pattern on the front.

PSI SUPPORT TEAM

The six villains depicted here aren't the only members of PSI. Others, whom the group can call on if it needs them, include:

Deuce: A young and frightened girl with the ability to manifest her "sinful spirit" as a dark, malevolent entity of psychic energy. She passes out when this occurs, awakening only when the "spirit" re-merges with her body.

Inquisitor: A corpulent and disgusting man with telepathic powers who spends most of his time training PSI recruits... much to the recruits' regret.

Soulfire: A pyrokinetic able to mentally create and control fire. Young, handsome, and ambitious, he may one day pose a threat to Psimon's leadership.

Teke: Full of energy and mischief, Teke is a teenage boy with psychokinetic powers. Although his psychokinetic strength is not yet great, PSI believes he could someday become one of the most powerful telekinetics on the planet.



THE ULTIMATES



Membership: Binder, Blackstar, Cyclone, Radium, Slick, Thunderbolt I

Background/History: The Ultimates are the brainchild of Earl Whitacker, better known to the world as the supervillain Binder. After stealing his prototype technology from his former employers at UNTIL and embarking on a career of crime, Binder realized that since the heroes work in teams, he'd better do the same — as amazing as his weaponry is, it isn't enough to take on a group of superheroes. Binder switched to low-key crimes and began keeping his eyes and ears open for word of other supervillains who might fit the group he had in mind.

He got his first break when he and Blackstar both tried to rob the same jewelry store. The two might have come to blows, but before a fight could break out, a group of superheroes found them. By working together, the two criminals were able to defeat several of their foes and escape. That gave Binder the opportunity to make his pitch. Impressed by Binder's tactical skills and intelligence, Blackstar agreed to team up with him and form "the Ultimates."

Through his contacts in the scientific community, Binder heard about Bernard Ivey, a scientist who, like him, had been robbed of the fruits of his inventive genius and turned to crime. It didn't take much for Binder to track Cyclone down and, by telling his own story, convince the new supervillain to join up with the Ultimates.

Now they were three, but Binder wanted more. When Cyclone heard about the disastrous results of a government superhuman soldier experiment called Project Sunburst, Binder decided to check out the things. Sneaking into a military complex at night, he found a "dormitory" where several survivors were kept tightly guarded. Among the few survivors was one who could not speak, but who used gestures to beg Binder to get him out of there. Sensing a kindred soul — and one whose body was bursting with radiation — Binder broke him out of the facility and brought him back to the team's base. There he and the other two designed a costume to restrain the new recruit's ambient radiation field, and christened him Radium.

Unlike the other members, Slick sought the group out and asked to join. He'd already been beaten and captured twice by superheroes, and he didn't want it to happen again. He got in touch through underworld contacts and offered his services. After talking with him and testing out his powers, Binder offered him membership right away.

Slick's inability to be restrained seemed a perfect complement to Binder's ability to restrain almost anyone.

On the other hand, the Ultimates recruited their last member by tracking him down. Blackstar heard reports of a new supervillain destroying magnetohydrodynamic power plants around the country. The team staked one out and waited. When Thunderbolt arrived, they tricked him into thinking some superheroes were approaching, then helped him destroy the plant and "escape." Impressed with their skills, Thunderbolt accepted an offer to join the group.

With their number stabilized at six for several years, the Ultimates have become a major thorn in the side of law enforcement and superheroes. Powerful and tactically experienced, the group has proven to be a danger both to conventional authorities and superpowered foes. The Department of Defense has ranked it as a Delta-class threat in its Superhuman Survey for almost every year since 1993, when the first three members assembled.

Group Relations: By and large, the Ultimates get along well together. Many of them share a common sense of having once been picked on, snubbed, ignored, or scorned, and want to strike back at the society that "rejected" them — and get rich and powerful in the process, of course. None of them is sufficiently powerhungry or unstable to want to try to take Binder's place as team leader.

The Ultimates has a heavy complement of scientists, and the four scientifically adept members of the group often spend a lot of time together, arguing theories, conducting experiments, or building devices for use in their next series of crimes. Slick and Radium, who couldn't care less about such things, hang out together and watch TV or play video games.

The Ultimates has a hidden base in Millennium City built on 450 points (similar to the Urban Base on page 106 of *Champions*, but with much more extensive scientific facilities and a better computer); each member contributes 15 points to the cost of this base. It also has a fast flying vehicle, the Starbird, which is detailed below.

Tactics: The Ultimates have worked together for several years now, and have a lot of battlefield experience. Several of the members have the *Tactics* and *Teamwork* Skills, and they make use of them.

The Ultimates are fast and mobile, with two speedsters (Cyclone and Slick) on the team, and only two members without significant movement powers (Blackstar and Radium). Many of the team's tactics, including combined Move Bys and Grab

ULTIMATES PLOT SEEDS

Binder decides it's time to make a bid for *true* power and plans an attack on Washington, D.C. to take over the U.S. government. The plan requires a small team of hired mercenaries and a cache of special weapons (some of which Binder can build, others the team has to buy from the Warlord or Wayland Talos). Will the PCs find out about the plot in its early stages in time to keep the Ultimates from threatening America's leaders?

Cyclone finally tires of the team's violent criminal lifestyle and begins working undercover for PRIMUS as a way to earn a pardon after the team's arrested. After several weeks of regular reports, he drops out of contact. The PCs are called in to investigate and, hopefully, rescue him.

After several clashes, the Ultimates challenge the PCs to a knock-down, drag-out, no holds barred battle to determine who's the best. If the Ultimates win, the PCs must agree to leave them alone for a year; if the heroes win, the Ultimates will go to jail peacefully. Is the offer legitimate — and if not, what is Binder planning?

BINDER PLOT SEEDS

Binder invents a third compound, Resin C, that makes his Glue-Gun even more powerful and gives him more control over Bind-All. He goes on a rampage, using his increased powers to commit crime after crime and hold off entire teams of superheroes. The PCs have to find a way to counteract Resin C and defeat him.

To get back to his former employers, Binder concocts an elaborate attack on UNTIL's space station, GATEWAY. But to get there, he has to modify the Starbird for outer space flight, and that means he has to steal some parts and plans. Unless the PCs figure out what's going on and stop him, he'll be able to invade GATEWAY and make off with a lot of cutting-edge UNTIL technology — or maybe even crash the station into Earth!

Binder decides to find out if advances in plastic surgery have made it possible to repair his ravaged face. He kidnaps all of the most renowned reconstructive surgeons in the world and forces them to work on him, with the threat of a painful death hanging over their heads if they fail. The heroes have to track him down and put a stop to his plans... but once they find him, they may discover that some of the doctors genuinely want to help the scarred supervillain.

Bys to toss a foe toward a waiting Blackstar, depend on speed and mobility. Slick is working on a way to grant Blackstar and Radium the ability to move on frictionless fields the way he does, but has had no success so far.

The team also relies, to an unusual degree, on Entangles. Both Binder and Slick have powers that involve immobilizing people, and the other team members have learned to play off that. Their tactic "Home Run," in which either Binder or Slick stops a target from moving so Blackstar can wallop him with a large club, has frequently proven to be highly effective. Both Binder and Slick can also restrain multiple foes at once, a good way to improve the group's chances to escape if necessary.

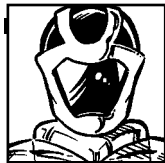
Tactically, the group has two weak links. The first is Cyclone, who's considerably less violence-prone than the others and may hold back in a crucial situation. The other is Thunderbolt, who doesn't particularly like taking orders and may directly or indirectly ignore or disobey them.

The Ultimates tend to spend a lot of time and effort researching, preparing for, and planning their crimes. Practice makes perfect, as Binder often reminds them. Though Blackstar and Slick would definitely prefer a more action-oriented approach, no one on the team can quibble with results, and Binder's plans usually lead to success.

Campaign Use: The Ultimates are an intriguing foe for most superhero teams. Rather than simply slug it out with Energy Blasts and high STR, the Ultimates use Entangles and other unusual attacks to accomplish their tactical objectives. They're experienced and cagey, difficult to predict or capture.

The Ultimates don't go out of their way to Hunt heroes, but can be driven to do so by the right chain of circumstances — including simply being beaten or humiliated by the same hero once too often. Blackstar, with his eagerness for fighting, may drag the team into a Hunting situation by refusing to stop pursuing a hero for "a rematch." As Hunters, the Ultimates make use not only of their powers, but their scientific skills. They won't just attack the target mindlessly; they'll observe and plan, gathering data to help them determine when and how best to strike.

If the Ultimates are too weak for your superheroes, beef them up with a few more direct, damaging attacks. You might even consider adding another member — probably an energy projector or mentalist — to round out their combat effectiveness. If they're too tough for your heroes, get rid of a member or two, and remove or tone down powers that make the group particularly effective against the PCs.



STUCK On You?

'I have to admit to a certain grudging respect for Binder. Not only is he a scientific genius and a canny fighter, but who'd've thought you could do so much with super-glue?'

— Defender of the Champions

BINDER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	4	11-	
23	INT	13	14-	PER Roll 14-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	5		Total: 17 PD (9 rPD)
8	ED	4		Total: 17 ED (9 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
40	STUN	10		Total Characteristics Cost: 126

Movement: Running: 6"/12"
Flight: 18"/36"

Cost	Powers	END
56	<i>Glue-Gun:</i> Multipower, 90-point reserve, 32 Charges for entire reserve (+¼); all OAF (-1)	[32]
4u	1) <i>Narrow Glue-Beam:</i> Entangle 6d6, 8 DEF, Entangle And Character Both Take Damage (+¼); OAF (-1)	
4u	2) <i>Wide Glue-Beam:</i> Entangle 4d6, 4 DEF, Area Of Effect (5" Radius; +1), Entangle And Character Both Take Damage (+¼); OAF (-1)	
4u	3) <i>Glue-Stream:</i> Entangle 4d6, 4 DEF, Area Of Effect (20" Line; +1), Entangle And Character Both Take Damage (+¼); OAF (-1)	
4u	4) <i>Glue-Blob:</i> Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼); OAF (-1)	
	<i>Martial Arts: Generic</i>	
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Dodge	— +5 Dodge, Affects All Attacks, Abort
4	Punch	+0 +2 5d6 Strike
3	Throw	+0 +1 3d6 + v/5; Target Falls
18	<i>Armored Costume:</i> Armor (9 PD/9 ED); OIF (-½)	0
7	<i>Polarized Faceplate:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
7	<i>Helmet Air Supply:</i> Life Support (Self-Contained Breathing); OIF (-½)	0
24	<i>Jetboots:</i> Flight 18"; OIF (-½)	4
6	<i>Helmet Communicator:</i> HRRP; OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	<i>Heat Detection Lenses:</i> Infrared Perception (Sight Group); OIF (-½)	0
	Perks	
15	Base: Contribution to Ultimates base	
10	Vehicle: Contribution to Starbird	

Skills

- 12 +4 with Glue-Gun Multipower
- 3 Bureaucratics 13-
- 3 Combat Piloting 13-
- 3 Computer Programming 14-
- 3 Cryptography 14-
- 3 Demolitions 14-
- 3 Electronics 14-
- 3 Inventor 14-
- 1 CK: Geneva 8-
- 2 CK: Millennium City 11-
- 3 KS: Literature 14-
- 3 KS: The Superhuman World 14-
- 2 KS: UNTIL 11-
- 1 Language: French (basic conversation; English is native)
- 3 Persuasion 13-
- 2 PS: Play Chess 11-
- 3 Security Systems 14-
- 3 Stealth 13-
- 3 Systems Operation 14-
- 3 Tactics 14-
- 3 Teamwork 13-
- 4 TF: Combat Aircraft, Helicopters, Large Planes, Small Planes
- 3 Scientist
- 4 1) SS: Adhesives & Solvents 16-
- 2 2) SS: Biology 14-
- 2 3) SS: Chemical Engineering 14-
- 2 4) SS: Chemistry 14-
- 2 5) SS: Computer Science 14-
- 2 6) SS: Mathematics 14-
- 2 7) SS: Nuclear Physics 14-
- 2 8) SS: Physics 14-

Total Powers & Skills Cost: 267

Total Cost: 393

200+ Disadvantages

- 15 Distinctive Features: Facial Scarring (Concealable With Effort; Always Noticed, Major Reaction)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Inferiority Complex Tinged With Paranoia (Very Common, Strong)
- 10 Psychological Limitation: Sensitive About His Looks (Common, Moderate)
- 15 Reputation: wanted and dangerous supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Earl Whitacker) (Frequently, Major)
- 78 Experience Points

Total Disadvantage Points: 393

Background/History: Although he was a gifted scientist, respected by many of his colleagues, Earl Whitacker wasn't satisfied. He felt underappreciated, overworked, and ignored. He wasn't paid nearly enough, and his moronic supervisors in the UNTIL laboratories never listened to him the way they ought to. Determined not to put up with



their abuse anymore, he began spending his spare time working on a secret project — a new super-adhesive that would make him rich — even though personal use of agency resources was unauthorized. Lacking the funding he needed for the work (since his ungrateful siblings wouldn't even bother to loan him some money), he had to cut corners and compromise on safety measures.

Everything was going fine... until an unexpected chemical reaction caused the entire project to blow up in his face. Blinded and scarred, he staggered out of the lab, fell unconscious, and awakened later in the hospital. The doctors told him the loss of eyesight was temporary, but the scarring, unfortunately, was permanent. Plastic surgery might alleviate some of it, but never all of it. Then UNTIL announced it was firing him, which meant he didn't have the medical coverage for even that much reconstructive surgery.

The worst scars were the ones the doctors couldn't see. Whitacker lost some of his grip on sanity, becoming convinced that his failure was the result of UNTIL's refusal to help him, his family's refusal to help him, and society's general overlooking of his genius. He realized they were out to get him — he had to strike back!

After checking himself out of the hospital, Whitacker bluffed his way back into UNTIL to get his notes and equipment, then went into hiding. After reviewing the data gained from his last experiment, he discovered he had succeeded! His "Resin A" and "Resin B," when combined, made a revolutionary form of adhesive, which he called

BLACKSTAR PLOT SEEDS

Blackstar's powers begin to feed back on him. He becomes weaker and wimpier, and more importantly his Selective Gravity ability goes haywire. He's wreaking environmental havoc by altering gravity wherever he goes. If the PCs don't stop him and cure him, he's likely to cause citywide devastation.

Blackstar works with a sleazy promoter to set up a secret "Superhuman Toughman Competition" so he can prove he's the strongest, toughest guy around. The PCs may want to take part, or try to stop it to keep anyone from getting hurt.

One of Blackstar's density experiments accidentally breaches a dimensional barrier and brings some strange, demonic-looking aliens to Earth. They steal Blackstar's power and start using it themselves to attack and conquer Earth. The PCs have to work with Blackstar to return his power to him and defeat the aliens.

"Bind-All." He had once intended to make money selling his new super-glue, but now he had a better idea. He designed a rifle that used Bind-All as a weapon, and built himself an armored costume and a jetpack. The world had ignored and mistreated Earl Whitacker — but Binder would make them all sit up and take notice!

Personality/Motivation: Binder comes across as disciplined and confrontational, but in truth he's often wracked by self-doubt. He covers up his feelings of inferiority with bluster and aggression, since he thinks that if he shows weakness, no one will ever listen to him again. This sometimes pushes him into situations he'd rather not be in — he bites off more than he can chew, then has to find a way out of the dilemma.

Exacerbating this tendency is his paranoia. He trusts his teammates (more or less), but he thinks the rest of the world is out to get him, to exploit him, to use him up and then throw him away. He has difficulty distinguishing genuine offers of help from attempts to trick him; he thinks it's all an elaborate plot by "them" (though he's careful not to articulate his suspicions in ways that make him look delusional).

Binder remains sensitive about his scarred face; he rarely takes his helmet off. References to his looks, particularly expressions of sympathy, may anger him. At least insults and mockery are honest.

Despite his mental problems, Binder is actually a competent and effective villain team leader. He's disciplined, keeps his head in a crisis, and has good tactical sense. He's also adept at planning and executing missions.

Quote: "Tie *this* one on, hero!"

Powers/Tactics: Binder is more of a tactical leader and planner than a frontline combatant, but he can hold his own in a fight if need be — he's even had some martial arts training. His primary weapon is his Glue-Gun, which can spray Bind-All in a variety of configurations. The rifle keeps the Resin A and Resin B components separately, mixing them only in the final stream after they leave the barrel.

Binder usually takes a support roll in combat, Entangling enemies to keep them out of the way of his comrades. Whenever possible, he tries to use his Area Of Effect Entangles to disable multiple opponents. He knows that bricks and natural energy projectors can usually get out of his Entangles quickly, so he focuses on martial artists, gadgeteers, and other such characters first. He can also create barriers of solidified glue to cut off pursuers or provide some cover for his team; his Glue-Stream is particularly good for this.

Campaign Use: See introductory text for general information. To make Binder more powerful, increase the strength of his Entangles to the point where they *can* hold the typical brick or energy projector, at least for a few Segments. You could also give him more weapons and gadgets. If he's too powerful for your game, reduce the Active Points in his Multipower reserve to 75 or 60.

Binder's smart enough not to get caught up in

Hunting heroes very often. If he does start Hunting one — perhaps because of a few too many insults or defeats — he'll approach the situation methodically, with plans and contingency plans to increase his chances of success.

Appearance: Binder wears a suit of light battlearmor, gold with green trim. His Glue-Gun is also gold, and obviously not a normal ballistic firearm or a standard blaster. His helmet's faceplate is divided in two vertically, giving it a vaguely insectile appearance.

When he's not wearing his helmet, Whitacker's horrifically scarred, almost completely bald head can be seen... not that anyone looks at him any longer than they have to.

BLACKSTAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
12	PD	8		Total: 24 PD (24 rPD)
12	ED	6		Total: 24 ED (24 rED)
4	SPD	12		Phases: 3, 6, 9, 12
12	REC	4		
56	END	0		
40	STUN	1		Total Characteristics Cost: 124

Movement: Running: 6"/12"

Cost	Powers	END
30	<i>Density Control Powers:</i> Elemental Control, 60-point powers	
45	1) <i>Heightened Density:</i> Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12" KB), Costs Endurance To Activate (+¼)	6
30	2) <i>Intangibility:</i> Desolidification (affected by force, gravitic, or magnetic attacks), Reduced Endurance (0 END; +½)	0
40	3) <i>Selective Gravity:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½); Only To Pull Objects Directly To Him And/Or "Stick" Them To Him (-½)	0
20	<i>Superhuman Form:</i> Reduced Endurance (½ END; +¼) on up to 80 STR (4 END)	0
24	<i>Cohesive Physical Form:</i> Damage Resistance (up to 24 PD/24 ED)	0
7	<i>Mask Radio:</i> Radio Perception/Transmission (Radio Group); IIF (-¼), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks

15	Base: Contribution to Ultimates base
10	Vehicle: Contribution to Starbird

Skills

- 20 +4 Hand-To-Hand
- 3 Computer Programming 12-
- 3 Electronics 12-
- 3 Inventor 12-
- 2 CK: Millennium City 11-
- 5 KS: Super-Strength Superhumans 14-
- 2 KS: Movies 11-
- 3 KS: Television 12-
- 5 SS: Density Physics 14-
- 3 SS: Gravitics 12-
- 3 SS: Physics 12-
- 3 Teamwork 13-

Total Powers & Skills Cost: 276

Total Cost: 400

200+ Disadvantages

- 15 Distinctive Features: Grey Skin (Concealable With Effort; Always Noticed, Major Reaction)
- 15 Enraged: if insulted (Common), go 11-, recover 14-
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Loves To Fight (Very Common, Strong)
- 15 Psychological Limitation: Fear Of Heights (Common, Strong)
- 15 Reputation: wanted and dangerous supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (James Carson) (Frequently, Major)
- 65 Experience Points

Total Disadvantage Points: 400

Background/History: Overweight, ugly, socially maladjusted, and acne-covered, James Carson had only one redeeming feature as a child: his brain. He was highly intelligent, with a real gift for science. But that was small consolation for the universe of taunts, insults, and bullying he endured.

Things didn't improve much in college, though by that point the abuse mostly took the form of people leaving him alone and whispering insulting comments behind his back. But his researches into gravitics and density earned him his doctorate, and attracted the attentions of several major corporations. They didn't care what he looked or acted like, as long as he could produce profitable new technologies.

Carson took a job with Multitrex Incorporated. Hoping to find acceptance among the scientific staff there, he was rudely disappointed as his colleagues rejected his radical, cutting-edge theories about gravitics. He became angrier and angrier over the way he was treated, and his work began to suffer.

Finally, in an effort to prove that his theories were valid, Carson pushed forward with an experimental procedure to produce a density alteration device. Unfortunately, in his desire to show



results, he went too far, too fast — his technology wasn't ready for practical trials yet. The machinery exploded, bombarding Carson with gravitic waves. But instead of killing him, the waves somehow altered his body. Almost instantly, he became taller, athletically proportioned, handsome, and stronger. He soon discovered he had the ability to alter his density — he could make himself intangible, or weigh hundreds of thousands of kilograms.

Now the shoe was on the other foot! Now he could take what he wanted, and no one could stop him. He smashed his way out of Multitrex, making sure to destroy the other scientists' precious experiments on his way out, and launched a career of crime as Blackstar. Not long after that, he met Binder and became the first member of the Ultimates.

Personality/Motivation: Blackstar's primary motivating factor is his love of fighting. He likes nothing better than mixing it up with other superhumans (particularly super-strong ones) and proving that he's the best — it's his way of getting back at the world for the abuse and scorn he suffered as a child. He never retreats or surrenders, but keeps fighting until he wins, gets Knocked Out, or his teammates drag him away. He gets even angrier if someone insults him (that reminds him of the bad old days when he was a wimp), and gladly picks that person out for some special punishment.

Blackstar suffers from a significant fear of heights (dating from several unpleasant let's-

CYCLONE PLOT SEEDS

Cyclone starts dating a fascinating woman named Maxine. Then she steals his armor! It turns out he was spending time with Black Diamond, who was just setting him up so GRAB could get its hands on his armor. Now GRAB is using his invention, and he's getting all the blame. He doesn't dare tell his teammates about this, so he decides to trick the PCs into helping him recover his property.

While he's conducting tests to improve the efficiency of his Miniaturized Jet Engine, Cyclone accidentally loses control of the device and finds himself thrust into outer space! Fortunately, a Hzeel scout ship is nearby and picks him up before he runs out of air. In exchange for some information, the Hzeel provide him with technology to upgrade his armor. After finding out how much more powerful he is, the PCs have to determine why, and learn where he got his new "improvements."

Drake-Victoria, Inc. tires of Cyclone's attacks on its facilities and hires a team of supervillains (GM's choice) to eliminate him. Now these villains and the Ultimates are fighting a war, with lots of innocents caught in the crossfire. It's up to the PCs to put a stop to the battles.

dangle-the-nerd-out-the-window incidents from his childhood). This restricts his combat tactics somewhat; he rarely makes prodigious leaps like most "bricks," and won't let his flying teammates carry him very far off the ground unless it's absolutely necessary.

Quote: "C'mon, get up and fight! Even a wimp like you should fight better than *that*."

Powers/Tactics: Blackstar's powers involve control over his own density. He can become so diffuse as to be intangible (handy for breaking into vaults and such), or so dense that he weighs 400,000 kilograms and is immensely strong. He has to be careful where he uses his Density Increase, though; only solid ground or a similarly reinforced surface can support his weight.

Despite the Reduced Endurance on his STR, Blackstar can easily run into END use problems when he's fully powered up. However, when he gets wrapped up in battle, he doesn't care, and often starts burning STUN for END just to keep pounding on someone.

In addition to his standard powers, Blackstar possesses an unusual "selective gravity" power. He can increase his personal gravitic attraction to draw people to him, or hold them to him even without using his hands. He sometimes uses this ability to hold a foe motionless while he and his teammates beat the poor victim to a pulp.

A favorite Ultimates tactic is for Cyclone to pick Blackstar up at his normal weight, and then make a "fastball special" or similar attack, with Blackstar increasing his density in mid-flight. (See *Champions*, page 154, for more information.) The only restriction on this tactic is Blackstar's fear of heights; he's not likely to let Cyclone carry him up high and then drop him.

Campaign Use: See introductory text for general information. If Blackstar is too tough for your campaign, reduce his Density Increase a little, so he's not as strong or powerful at the upper end. You might also consider getting rid of his Selective Gravity power. To make him more powerful, increase his END and REC so he can keep fighting at full Strength for a much longer time.

Blackstar happily Hunts anyone who annoys him too much; he particularly likes to pursue other bricks so he can show his superiority by beating them up. His Hunting isn't subtle; he simply picks an appropriate moment and attacks (taking care to choose battlefields where he can employ all of his Density Increase).

Appearance: Blackstar wears a dark grey costume with a black star on the chest, and a matching star on his belt buckle. His gloves, boots, and belt are gold, but his mask matches the rest of his costume. He sometimes wears a high-collared cape, though even when he does wear it, he often takes it off before going into battle so it won't get in his way while he smashes superheroes.

CYCLONE

Val	Char	Cost	Roll	Notes
15+25	STR	5+12*#	12-/17-	Lift 200 kg/6,400 kg; 3d6/8d6 [1/4]
15+10	DEX	15+15*#	12-/14-	OCV: 5/8/DCV: 5/8
15+15	CON	10+15*#	12- (15-)	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
7	PD	4	Total: 22 PD (15 rPD)	
7	ED	4	Total: 22 ED (15 rED)	
3+3	SPD	5+20*	Phases: 4, 8, 12/2, 4, 6, 8, 10, 12	
6	REC	0		
30	END	0		
30	STUN	4	Total Characteristic Cost: 131	
*: OIF (Powered Armor; -½)				
#: No Figured Characteristics (-½)				

Movement: Running: 6"/12"
Flight: 24"/96"

Cost	Powers	END
27	<i>Power Pack:</i> Endurance Reserve (200 END, 20 REC); OIF (-½)	0
60	<i>Compressed-Air Weaponry:</i> Multipower, 90-point reserve; all OIF (-½)	
6u	1) <i>Cyclone Blast (Focused):</i> Energy Blast 10d6, Double Knockback (+¾); OIF (-½)	9
4u	2) <i>Cyclone Blast (Wide-Beam):</i> Energy Blast 9d6, Area Of Effect (10" Cone; +1); OIF (-½), No Range (-½)	9
4u	3) <i>Cyclone Effect:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), Requires A DEX Roll (-½), Random Knockback (see <i>Champions</i> , page 153; -0)	9
1u	4) <i>Cyclone Punch:</i> HA +2d6; OIF (-½), Hand-To-Hand Attack (-½)	1
35	<i>Miniaturized Jet Engine:</i> Multipower, 53-point reserve; all OIF (-½)	
3u	1) <i>Standard Flight Mode:</i> Flight 24", x4 Noncombat; OIF (-½)	5
1u	2) <i>Mach Speed Mode:</i> Flight 5", MegaScale (1" = 1 km; +¼); OIF (-½)	1
30	<i>Armored Costume:</i> Armor (15 PD/15 ED); OIF (-½)	0
7	<i>Polarized Faceplate:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
7	<i>Helmet Air Supply:</i> Life Support (Self-Contained Breathing); OIF (-½)	0
6	<i>Helmet Communicator:</i> HRRP; OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	<i>Heat Detection Lenses:</i> Infrared Perception (Sight Group); OIF (-½)	0
7	<i>Multi-Angle View:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½)	0
6	<i>Telescopic Lenses:</i> +6 versus Range Modifier for Sight Group; OIF (-½)	0
13	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½)	0

Perks

- 15 Base: Contribution to Ultimates base
- 10 Vehicle: Contribution to Starbird

Skills

- 6 +2 with Compressed-Air Weaponry
- Multipower
- 8 +4 with Flight
- 3 Combat Piloting 12- (14-)
- 3 Computer Programming 13-
- 3 Electronics 13-
- 3 Inventor 13-
- 2 CK: Houston 11-
- 3 KS: History Of Spaceflight 13-
- 1 KS: Superhuman World 8-
- 3 Mechanics 13-
- 2 Navigation (Air) 13-
- 2 PS: Build Model Rockets 11-
- 3 SS: Aeronautical Engineering 13-
- 2 SS: Physics 11-
- 3 Systems Operation 13-
- 3 Teamwork 12- (14-)
- 4 TF: Combat Aircraft, Helicopters, Large Planes, Small Planes

Total Powers & Skills Cost: 299

Total Cost: 430

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Very Common, Strong)
- 15 Psychological Limitation: Showoff (Common, Strong)
- 15 Reputation: wanted and dangerous supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Bernard Ivey) (Frequently, Major)
- 125 Experience Points

Total Disadvantage Points: 430

Background/History: Bernard Ivey was a pilot and engineer in the Aviation Division of Drake-Victoria, Inc. Hired for his expertise with jet engines, he was soon sidelined by the company's scientific establishment when it became apparent to them that his ideas about engine miniaturization were a pipe dream.

Nothing could have enraged Ivey more. He was a *genius*; he knew it, everyone at school had known it. All he needed was the chance to prove himself. But again and again, he found his projects cancelled, his budgets slashed, and his work scorned.

Then he developed a breakthrough the company could actually use — a small, lightweight, but incredibly powerful jet engine that was certain to revolutionize the field of unmanned aerial vehicles. Ivey expected lavish praise, a big raise, and increased budgets for all the rest of his work. What actually happened was that his bosses stole



the credit for his work. They got the raises; he got the shaft.

That was pretty much the last straw. Rather than turn over his notes and prototypes, Ivey took them and fled, becoming a fugitive. Well, if Drake-Victoria wanted to arrest him, fine. He'd give them a *real* reason to arrest him! Over the next several months Ivey designed a special armored suit for himself, one tough enough to withstand the g-forces generated by his miniaturized engine. He equipped it with several weapons using compressed air. Inspired by those weapons, he took the name Cyclone.

He started his criminal career by attacking several Drake-Victoria facilities, stealing valuable technology, data, and materials. His "cyclone blasts" were so destructive that he soon earned a reputation as a dangerous super-criminal, though he actually went out of his way to minimize casualties as much as possible.

When Binder heard about Bernard Ivey, it didn't take long for him to put two and two together and realize who Cyclone really was. Ivey was surprised to return to his "headquarters" (an old warehouse he'd rented) one day to find Binder waiting for him. Sharing his own tale of oppression and institutional theft of his hard work, Binder made Cyclone a friend and ally — and soon, a member of the Ultimates.

Personality/Motivation: Cyclone's career as a supervillain stems from being angry at the world. Like Binder, he feels as if he's been cheated, overlooked, and snubbed by people all his life, and he's finally

RADIUM PLOT SEEDS

Radium decides there might be Project Sunburst data a doctor could use to cure him, so he starts breaking into military facilities where he thinks the Army might keep the data, hurting and sickening many people in the process. The All-American asks for the PCs' help to stop him.

Defeated in his first attempt to gather data about Project Sunburst, Radium figures he can accomplish the same thing by exposing the Project to the public (and then he could sue the government for big bucks!). He kidnaps a prominent news reporter, but since he can't talk, has trouble communicating what he wants. As an Army "hit squad" controlled by the renegade generals who created Project Sunburst closes in, the PCs have to decide what to do — do they help Radium (assuming they even understand his actions), or just bring him to justice once more?

Radium's powers begin to increase, and the Ultimates kick him out "so you won't give us all cancer, freak." Despondent, he decides to commit "suicide by superhero" and goes on a rampage, not caring that he'll take a big chunk of the city with him when he dies.

gotten so sick of it he intends to show them just who's boss. If given the opportunity to strike back at anyone he considers a former tormentor, he'll almost certainly take it (even if it means endangering a mission).

Cyclone isn't really "into" the supervillain game, and it shows. He doesn't have much of a grasp of tactics or criminal common sense; he often spends more time showing off (flying rings around his opponents, announcing just how powerful his attack will be before he makes it, wasting a Phase marveling at how cool his armor is) than he does trying to achieve his objectives. Binder is working with him to correct this fault, but it will take time.

Unlike some of his teammates, Cyclone is a pretty mild-mannered and nonviolent guy. He doesn't like the idea of seriously hurting (much less killing) anyone, and always tones down his attacks when he uses them on security guards and other normals. Blackstar considers him a wimp; Slick thinks he's a square. Binder recognizes his potential, though, and is quite willing to spend the time it takes to nurture him along.

Quote: "Getting a little too breezy for you?"

Powers/Tactics: Cyclone wears a suit of powered armor designed for speed and efficient movement. With his engines at maximum, Cyclone can reach speeds of nearly 5,600 miles per hour, and even in his "standard mode" of flight he's pretty fast. The suit's steering jets and systems allow him to turn and maneuver much more quickly than most flyers can, which sometimes gives him the ability to make a Surprise Move in combat against flying superheroes.

Cyclone's weapons use compressed air weapons that generate blasts that scatter targets like tenpins. His Area Of Effect attacks are particularly effective, but he reserves them for just the right moment because of their destructiveness. In battle, he keeps to the air, putting his Skill Levels with Flight into DCV if he doesn't have a better use for them, and attacks flying foes. Once he has command of the air, he helps his teammates take out targets on the ground. Cyclone's Sight and Radar both work in 360 degrees, which makes him difficult to surprise in combat.

Campaign Use: See introductory text for general information. To make Cyclone more powerful, you can either emphasize his "speedster" aspects (increase his standard Flight and his SPD) or his "powered armor" aspects (give him more weaponry, including some attacks with different special effects than "compressed air blasts"). For appropriate scenarios, you might also expand his capabilities to allow him to operate in outer space. To weaken him, reduce his movement and cut his Multipower back to a 75-point reserve.

As a Hunter, Cyclone is intelligent and dangerous, though sometimes prone to making mistakes because of his inexperience at such matters. At first he'll use his technical skills to bedevil and attack his quarry indirectly, and slowly work his way up to a direct confrontation.

Appearance: Cyclone's silver-colored armor is a model of aerodynamic efficiency. Airfoil "wings" on his back help him maintain control and speed, and most of the armor's features, including its weapons, are built into it so they don't interfere with the air-flow around the suit.

Out of his armor, Bernard Ivey is an average-looking black man in his late 20s, 5'10" tall with a bald head but well-groomed moustache and beard. Since becoming a criminal, he's taken to wearing expensive clothes and driving fast sportscars.

RADIUM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	4		Total: 18 PD (12 rPD)
12	ED	7		Total: 24 ED (12 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
12	REC	10		
66	END	10		
40	STUN	13		Total Characteristics Cost: 136

Movement: Running: 6"/12"

Cost	Powers	END
60	<i>Radiation Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Radiation Blast I:</i> Energy Blast 12d6	6
5u	2) <i>Radiation Blast II:</i> Energy Blast 9d6 plus Drain CON 1d6, Ranged (+½); Linked (-½)	6
6u	3) <i>Radiation Blast III:</i> Energy Blast 6d6, NND (defense is LS [Safe Environment: High Radiation]; +1)	6
6u	4) <i>Withering Radiation:</i> Drain CON 4d6, Ranged (+½)	6
6	<i>Heavy Radiation Blast:</i> Energy Blast +4d6 (adds to Radiation Blast I); Extra Time (Full Phase; -½), Increased Endurance Cost (x5 END; -2)	10
35	<i>Intensely Radioactive:</i> Drain CON 1d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½), Persistent (+½)	0
24	<i>Armored Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
30	<i>Quasi-Energy Form:</i> Energy Damage Reduction, Resistant, 50%	0
23	<i>Quasi-Energy Form:</i> Life Support (Self- Contained Breathing, Diminished Eating: no need to eat, Diminished Sleep: only has to sleep eight hours per week, Safe Envi- ronments: High Radiation, High Pressure, Intense Cold, Intense Heat, Low Pressure/ Vacuum)	0

Perks

- 15 Base: Contribution to Ultimates base
- 10 Vehicle: Contributions to Starbird

Skills

- 12 +4 with Radiation Powers Multipower
- 2 KS: Movies 11-
- 1 KS: The Superhuman World 8-
- 2 KS: Television 11-
- 2 PS: US Soldier 11-

Total Powers & Skills Cost: 245

Total Cost: 381

200+ Disadvantages

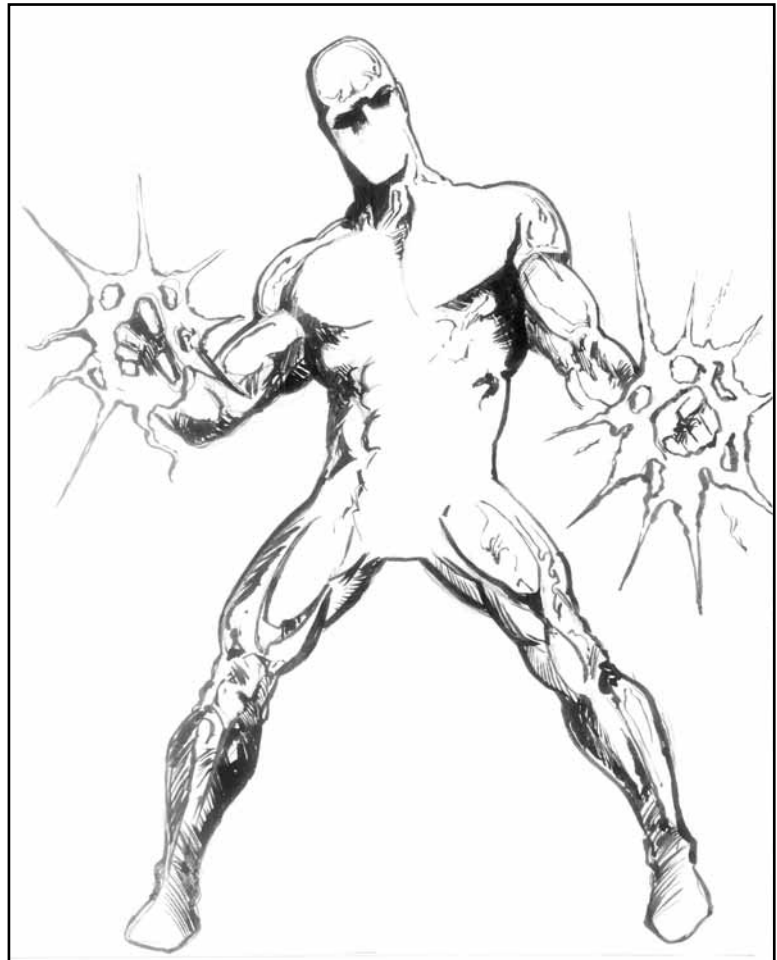
- 5 Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
- 20 Enraged: if teased or taunted about his condition (Common), go 11-, recover 11-
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Mute (All The Time, Greatly Impairing)
- 5 Physical Limitation: Must Always Wear Containment Clothes (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Vindictive (Common, Strong)
- 10 Psychological Limitation: Hates People Who Talk A Lot (Common, Moderate)
- 15 Reputation: wanted and dangerous supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Jason Matthews) (Frequently, Major)
- 10 Susceptibility: to taking BODY, 1d6 damage instantly (Common)
- 26 Experience Points

Total Disadvantage Points: 381

Background/History: In 1994, Jason Matthews, a private in the U.S. Army, volunteered for a “wargame” called Project Sunburst so he could earn some extra pay. In fact, the unscrupulous generals running the “wargame” were actually conducting an experiment to evaluate the effects of nuclear war on the average soldier. Matthews lined up for the wargame preparations like everyone else, and suddenly saw a bright light off in the distance. As the light got closer, he passed out.

He woke up, days later, in a secured military hospital. Something had happened to him; he couldn’t talk! The doctors explained to him that he’d been subjected to a minor nuclear blast, and that the radiation had somehow burned out his vocal chords. They were conducting tests to find out if there were any other effects.

Matthews soon discovered he was one of the lucky ones. All around him, dozens of other Sunburst test subjects were slowly and painfully dying of radiation sickness. But he began to feel better and better — more energetic, more alive, than ever



before. Then came the day when the doctors realized he was *emitting* radiation... enormous amounts of it, through some biologically-controlled process. To keep themselves safe from him, they designed a containment suit he had to wear night and day. He didn’t like that very much.

Further tests determined that he could actually project bursts of radiation on command, causing damage to both living and unliving matter. He kept practicing, and soon developed other abilities. Now he knew the Army would never let him go; it’d make him one of its pet superheroes. He liked that even less.

One night, Matthews was awakened by a strange figure in an armored costume. “Do you want to get out of here?” the person asked him.

Matthews frantically nodded his head and gestured toward the door.

“There’s a lot of security between here and the outside world. If I take a chance on you, will you work for me? I can design a better suit for you, help you cope with your condition — and make you rich.”

“Rich” sounded good. Rich he liked. He nodded again. A half an hour and a lot of glued-up soldiers later, Binder led him to a waiting vehicle and they sped off into the night. Soon Radium was a full-fledged member of the Ultimates.

Personality/Motivation: Radium is bitter and angry about his condition. Cut off from normal human interaction because his radioactive body harms

SLICK PLOT SEEDS

Slick unknowingly finds himself attracted to a male PC's girlfriend or wife and begins hitting on her. Wackiness ensues.

Slick discovers that the drug which gave him his powers was an ARGENT experiment. Now he wants to find out if ARGENT deliberately gave him the drug (in which case, he wants revenge), or if getting his hands on the drug was an accident (in which case, he wants to learn more about it, in the hope of improving his powers). Unable to take on ARGENT by himself, he decides to trick the PCs into helping him.

Wouldn't it be cool to be a movie star? With his good looks and charming personality, Slick figures he can break into the movies easy. Somewhere along the line he encounters one of the PCs, and events spin out from there, as he eventually gets fed up with Hollywood and decides to teach those idiot producers a lesson.

people if he takes off his containment suit, he isn't even able to talk to other people. He's become vindictive and cruel, taking out his frustrations on other people at the slightest opportunity. (His gratitude to Binder, who has made his life as good as possible, keeps him from treating his teammates this way.) He particularly hates chatterboxes, and will gladly shut them up... permanently.

Although he's glad to help out with Ultimates missions, beyond that Radium doesn't have much ambition or drive. He spends most of his time watching TV and rented movies. Slick often hangs out with him and watches, too. He talks too much, but it's better than watching alone.

Quote: None. Radium cannot speak. He communicates through gestures, writing, and the occasional grunt.

Powers/Tactics: The Project Sunburst experiment bombarded Radium's body with high-intensity radiation, which for unknown reasons his body somehow "metabolized." Radium's flesh is actually part-energy now, which makes him unusually resistant to energy damage and protects him from other forms of harm (he no longer needs to breathe or eat, for example). In addition to his body's ambient radiation (which temporarily sickens anyone who touches him), he can emit destructive blasts of pure radioactive energy.

Radium has to wear his containment suit at all times. If his suit is removed or significantly damaged, increase his *Intensely Radioactive* power to a Drain CON 2d6, and make it affect a 2" radius around him, until he can replace the suit. Even worse, if he is reduced to 0 BODY by physical or energy attacks, there's a danger he will explode. For each Turn he's at 0 BODY, the GM should roll 11- on 3d6, with a -1 to the roll for every 2 BODY below zero. If the roll fails, Radium explodes, which kills him and inflicts an RKA 10d6, Explosion (-1 DC/4") on the area around him.

In battle, Radium usually focuses on enemy energy projectors, since he has so much protection from energy damage. If his normal Radiation Blast won't work, he can vary it so it causes sickness and weakness, or temporarily boost its power.

Campaign Use: See introductory text for general information. If Radium is too strong for your campaign, reduce his Multipower to a 50 Active Point reserve, get rid of the Heavy Radiation Blast, and/or decrease his Damage Reduction to 25%. If he's not quite tough enough, boost the Multipower to a 75 Active Point reserve, improve his Damage Shield, and/or increase his Damage Reduction to 75%.

Radium doesn't Hunt heroes; he just doesn't care that much. He'll do his job, and follow any orders Binder gives him, but left to his own devices he'll just go back to watching television.

Appearance: Radium wears a featureless skintight red containment suit that covers his entire body. When he uses his powers, they manifest with a sickly green light phenomenon.

SLICK

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
28	DEX	54	15-	OCV: 9/DCV: 9
22	CON	24	13-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
10	PD	7		Total: 18 PD (8 rPD)
10	ED	6		Total: 18 ED (8 rED)
7	SPD	32		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	6		
44	END	0		
30	STUN	1		Total Characteristics Cost: 147

Movement: Running: 32"/64"

Cost	Powers	END
38	<i>Friction Control:</i> Elemental Control, 76-point powers	
40	1) <i>Personal Friction Manipulation:</i> Running +26", Reduced Endurance (0 END; +½)	0
38	2) <i>Friction Manipulation (Focused):</i> Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½), Reduced Endurance (½ END; +¼); Cannot Form Barriers (-¼), Vulnerable (to any attack that creates a physical effect which gives the victim something to grab hold of; -½)	4
41	3) <i>Friction Manipulation (Wide-Area):</i> Entangle 4d6, 4 DEF, Area Of Effect (7" Radius; +1), Takes No Damage From Attacks (+½), Reduced Endurance (½ END; +¼); Cannot Form Barriers (-¼), Vulnerable (to any attack that creates a physical effect which gives the victim something to grab hold of; -½)	5
33	4) <i>Slickness Control:</i> Telekinesis (40 STR), Area Of Effect (One Hex Accurate; +½), Reduced Endurance (½ END; +¼); Affects Whole Object (-¼), Only For Slickness Effects (-¾)	4
41	5) <i>Slickness Field:</i> Change Environment 32" radius, -6 to all DEX Rolls and DEX-Based Skill Rolls, Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0
21	6) <i>Personal Slickness:</i> +60 STR, Reduced Endurance (0 END; +½); Only To Escape Entangles And Grabs (-1½)	6
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
7	<i>Concealed Wrist Radio:</i> Radio Perception/Transmission (Radio Group); IIF (-¼), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks

15	Base: Contribution to Ultimates base
10	Contacts: 10 points' worth in California drug, surfing, and cars subcultures
10	Money: Wealthy

10 Vehicle: Contribution to Starbird

Skills

- 9 +3 with Friction Control Elemental Control
- 4 +2 with Running
- 10 +2 DCV

- 3 Acrobatics 15-
- 3 Breakfall 15-
- 13 Contortionist 20-
- 3 Combat Driving 15-
- 3 Combat Piloting 15-
- 3 Conversation 12-
- 2 AK: California Beaches 11-
- 2 CK: Los Angeles 11-
- 2 KS: California Surfer Subculture 11-
- 2 KS: Cars 11-
- 2 KS: Illegal Drugs 11-
- 1 KS: Superhuman World 8-
- 3 Persuasion 12-
- 3 Seduction 12-
- 3 Stealth 15-
- 3 Streetwise 12-
- 3 Teamwork 15-
- 4 TF: Hanggliding, SCUBA, Surfing, Water Skiing

Total Powers & Skills Cost: 401

Total Cost: 546

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 15 Psychological Limitation: Fear Of Being Bound Or Confined (Common, Strong)
- 15 Reputation: wanted and dangerous supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Rick Powell) (Frequently, Major)
- 226 Experience Points

Total Disadvantage Points: 546

Background/History: Born and raised in southern California, Rick Powell grew up on the beach, swimming, surfing, playing frisbee and volleyball, and flirting with beautiful women. To keep himself supplied with surfboards, fast cars, and spending money, he got into dealing drugs — just pot at first, but soon he branched out into harder drugs. Convinced that if he could find “the next crack,” he’d be set for life, he began concentrating on designer drugs. As a point of pride, he personally tested each one, so he could describe its effects to his clients. It paid off; he built a big customer base and was raking the money in.

Then one of his suppliers sold him an all-new drug. “Hot stuff, man,” the guy said. “Fresh from the lab — no one else has this.” Rick gave it a try, figuring this might be the one to give him

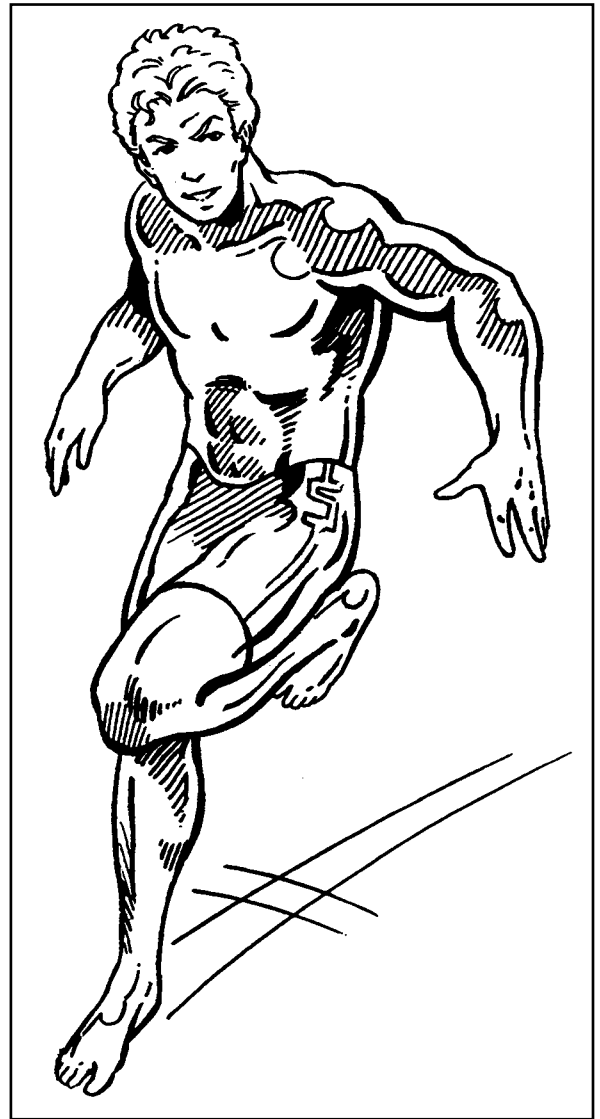
the big break he’d been looking for. It did... but not in the way he expected.

The experimental drug (he never did learn its name or where it came from) interacted in a very unusual way with his metabolism. Instead of getting him high, or simply killing him, it altered his molecular structure, giving him the power to control friction. Terrified at first, he got over it when he began to realize what he could do with these strange new abilities. He could skate without skates! He could break in anywhere! He could become rich!

Slick (as he christened himself) had a few successes early on, but his confidence got the better of him. He took on some jobs that were more than he could handle, and got beaten badly by superheroes because of it (though he did manage to escape them and stay out of jail). He realized he couldn’t do it all by himself; he needed some friends to back him up. He read about the Ultimates and decided they were the ones for him. Some underworld contacts put him in touch with them, and after a brief probationary period, he was accepted into the group.

Personality/Motivation: Compared to the rest of the Ultimates, Slick is a pretty normal guy — laid back, friendly, interested in good old-fashioned American male pursuits like fast cars and beautiful women. He’s the most stable and personable member of the team, and can be seductive and friendly if he wants. While the others spend time in their laboratories, or in their rooms brooding and scheming, he hangs out with Radium and watches TV, or slides into town to spend time (and a lot of money) at the trendiest nightclubs, where he’s known as “Ricky.”

Slick’s one big hang-up (besides his overconfident nature) is his fear of being confined or tied up



THUNDERBOLT PLOT SEEDS

Thunderbolt's attempt to keep his Secret Identity secret wasn't entirely successful. A survivor of his initial attack is trying to blackmail him. Unable to strike back directly, Thunderbolt plans to try to trick the PCs into eliminating this pest for him.

In a terroristic extortion attempt, Thunderbolt takes control of the power grids in Millennium City and threatens to short them all out if he's not paid a \$10 billion ransom. How can the PCs stop him without creating a disaster?

During an Ultimates attack on the PCs' base, Thunderbolt, while teleporting, is accidentally caught in a security subroutine and shunted into the base's computers, from which he cannot escape. Now he has to find his way out — and hopefully commit a little mayhem in the process (or processor, as the case may be).

in any way. It's not claustrophobia, but an intense hatred of being denied his freedom of movement. The longer he's confined, the more anxious and desperate he'll get. The thought of spending time in prison terrifies him. Fortunately, it's hard to keep him restrained for long.

Quote: "Get a grip, dude! — not that it's gonna help you much."

Powers/Tactics: Slick has the power to control friction, both as it applies to himself and as it affects others. By decreasing the friction between himself and what he's touching, he can "skate" along at tremendous speeds, or slip effortlessly out of the tightest bonds. By radically increasing or decreasing friction, he can stop other people from moving (even over a wide area), or make it much harder for them to hold onto things and keep their footing. His Slickness Control power, for example, uses Telekinesis to represent how hard it is for someone to hold on to a completely frictionless object — a wet bar of soap seems like a handlebar by comparison.

In combat, Slick moves around a lot. He rarely performs Move Throughs or Move Bys (he doesn't enjoy hurting himself in the process), but a Grab By, particularly in conjunction with a little Slickness Control, is a great way to disarm his enemies. (Consider this a multiple-power attack, and just add the telekinetic STR to Slick's own STR and STR from velocity to determine if he can Grab the object successfully.) He also makes extensive use of his Entangles, which leave the enemy wide-open for his teammates' attacks.

Campaign Use: See introductory text for general information. To make Slick more powerful, increase the Active Points in his powers (perhaps applying Personal Immunity to them, so he can skate through the affected area without being affected). A little more defense would also be helpful, particularly in conjunction with some Combat Skill Levels for Grab By. To weaken him, do the opposite — decrease the Active Points in his powers (maybe even get rid of one or two), and decrease his Running and SPD.

Slick doesn't Hunt heroes; it's just not his style. He might steal a hero's girlfriend just for spite, but nothing more.

Appearance: Slick wears a purple-blue bodysuit with a silver swirl design on it. He doesn't wear a mask, but he moves around so much people normally can't get a good look at his features anyway.

SPEED Kills?

'Moving fast isn't all it's cracked up to be, if you don't know how to use it. We were fighting the Ultimates once, and Slick tried to "skate" by and take my billy club. All I had to do was pivot a couple inches to the side and stick out my arm at neck level. The cops told me it was two days before he could speak clearly.'

— Nighthawk of the Champions



THUNDERBOLT I

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6[2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
				Total: 25 PD (15 rPD)
10	PD	5		Total: 40 ED (25 rED)
15	ED	11		Phases: 3, 5, 8, 10, 12
5	SPD	17		
9	REC	0		
40	END	0		
40	STUN	4		Total Characteristics Cost: 140

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost	Powers	END
75	<i>Electricity Attacks:</i> Multipower, 75-point reserve	
7u	1) <i>Lightning Blast I:</i> Energy Blast 15d6	7
7u	2) <i>Lightning Blast II:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
7u	3) <i>Lightning Blast III:</i> RKA 4d6, Reduced Endurance (½ END; +¼)	3
7u	4) <i>Ball Lightning:</i> Energy Blast 7d6, Area Of Effect (4" Radius; +1)	7
4u	5) <i>Lightning Punch:</i> HA +6d6, Reduced Endurance (½ END; +¼); Hand-To Hand Attack (-½) plus Sight Group Flash 6d6; No Range (-½), Linked (-½)	4
4u	6) <i>Electrical Control:</i> Mind Control 10d6 (Machine class of minds), Telepathic (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Requires An Electronics Roll (-½)	3
30	<i>Electrical Composition:</i> Elemental Control, 60-point powers	
30	1) <i>Electrical Form:</i> Force Field (15 PD/25 ED), Reduced Endurance (0 END; +½)	0
20	2) <i>Lightning-Riding:</i> Teleportation 20", Reduced Endurance (0 END; +½); Only Between Conductors Or Through Wires (-½)	0
45	<i>Electrical Form:</i> Life Support: Total	0

Perks

15 Base: Contribution to Ultimates base
10 Vehicle: Contribution to Starbird

Skills

6 +2 with Electrical Attacks Multipower
3 Computer Programming 12-
3 Electronics 12-
3 Inventor 12-
2 KS: Sports 11-
2 PS: Play Golf 11-
3 SS: Electricity 12-
3 SS: Physics 12-

Total Powers & Skills Cost: 286

Total Cost: 426

200+ Disadvantages

- 10 Dependence: must recharge with electricity at least once per hour or take 2d6 damage (Very Common)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 10 Psychological Limitation: Dislikes Taking Orders, Being Talked Down To, Or Being Insulted (Common, Moderate)
- 20 Psychological Limitation: Showoff; Enjoys Using His Powers (Very Common; Strong)
- 15 Reputation: wanted and dangerous supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Dr. Howard Reeves) (Frequently, Major)
- 20 Susceptibility: to being restrained with metal, 2d6 damage per Phase (Uncommon)
- 5 Unluck 1d6
- 15 Vulnerability: 1½ x STUN from Metal Attacks (Very Common)
- 30 Vulnerability: 2 x BODY from Metal Attacks (Very Common)
- 46 Experience Points

Total Disadvantage Points: 426

Background/History: Howard Reeves, a skilled electrical engineer, was working on a new high-voltage power transmission line at an experimental magnetohydrodynamic (MHD) power plant. Unfortunately, not all the workers there were as conscientious as he. Suddenly, an improperly-tightened valve burst open, spraying Reeves with liquid oxygen. Staggering back, he fell over the catwalk railing and down into the main generator just as it was building to full capacity. There was an incredible flash of light, followed by an explosion that wrecked the generator. Reeves disappeared. Rescue workers assumed he'd been annihilated by the blast, but suddenly, all the metal railings and fixtures around them began sparking. With a second flash of light, Howard Reeves was reborn — as a living thunderbolt!

Reeves discovered he'd been transformed from a being of flesh and blood to one composed of "organic electrical energy." People touching him got unpleasant shocks, and until he learned to control himself, tiny bolts of lightning often arced between him and metal objects. Soon he was able to project lightning bolts deliberately, and could even travel instantaneously down wires or between conductive objects!

Reeves soon realized this was a big opportunity. A man with powers like his could do anything! He could become a famous crimefighter, the idol of millions and a savior of humanity — or a super-criminal, feared and hated, but extremely wealthy. There was no choice. Who cared about the adulation of the masses? Money and power were better than that! A supervillain he would become. It never occurred to him that the accident might have unhinged his mind a little.

The first step was to make sure his secret stayed a secret. He slagged the power plant, destroying it utterly, and killing everyone he could find who knew



about him. Then, after adopting the costumed identity of Thunderbolt, he began traveling across the country, wrecking other MHD power plants so no one could duplicate the accident that created him. That was how the Ultimates found him, trashing a power plant. When he needed help escaping from superheroes, they provided it, and in return he joined the group.

Personality/Motivation: Thunderbolt spent years slaving away for other people, and now *he's* in control as far as he's concerned. He does what he wants, and he hates having to take orders (which makes him something of a tactical weak link in the Ultimates). He takes himself quite seriously, so condescension or mockery infuriate him and usually provoke a violent response.

Even after years of having superpowers, Thunderbolt still can't get enough of them; he's endlessly fascinated by his own abilities, and loves to show them off. This doesn't do much for his tactical effectiveness either, especially when some hero goads him into a "contest of power" to prove who's the best. But he wins such contests more often than not; he can generate some mighty impressive voltage.

Thunderbolt has a deep and abiding loathing of Thunderbolt II, whom he regards as having "stolen" his name. They have yet to meet, but when they do, sparks will fly... literally.

Quote: "You think *you've* got power? Here's a real jolt for you!"

Powers/Tactics: Since joining the Ultimates, Thunderbolt has achieved a much finer control over his powers. Once he could only project bolts of electricity,

create an electrical field around himself for protection, and use wires and conductive materials to “teleport.” Now he can take control of computers and many other types of electricity-using machines, blast his foes with ball lightning, and use his electrical energy to enhance his punches (he really enjoys using the latter attack; it look flashy and makes him feel tough).

Unfortunately for him, since Thunderbolt’s powers derive from having a quasi-electrical body, he also suffers some significant restrictions. Metallic attacks which pierce his form do extra damage to him, causing an impressive discharge of electrical sparks. If he’s restrained with metal — handcuffed, in a solid metal cage, caught in a wire-cable Entangle — he suffers damage as his body begins to “ground out.” If he doesn’t “recharge” himself from a source of electricity (such as a household outlet) at least once an hour, he starts to lose cellular cohesion; he’ll die if he goes too long without a shot of “juice.”

Thunderbolt attacks aggressively in combat, especially if he senses a weakness in his foe that he can exploit. He usually opens up with his Lightning Blast I, hoping for an easy, early victory, but he’ll switch to less END-intensive attacks if the battle starts to drag out. He’s gotten pretty skilled at making Teleportation Half Moves to gain Surprise Move bonuses.

Campaign Use: See introductory text for general information. If you want to make Thunderbolt more powerful, increase his Multipower’s reserve to 90 Active Points, bump his SPD up a point or two, or give him some additional powers (such as an RKA 2d6 Damage Shield). To diminish his power, reduce his Multipower to a 60 Active Point reserve, and his Elemental Control to 40 Active Point powers.

Thunderbolt makes a fairly competent Hunter for a heroic PC. He won’t go out of his way (*i.e.*, Hunt someone on more than an 8-), but if sufficiently angered or humiliated will find a way to get back at his tormentor. Straightforward attacks are his most common tactic, but he may also resort to nuisance attacks (like shorting out his quarry’s power, again and again).

Appearance: Thunderbolt’s costume is a charcoal black bodysuit with red boots, belt, gloves, and a red T on his chest. His mask covers his entire face, but not the top of his head, leaving his blonde hair visible. He’s 5’9” tall and weighs approximately 190 pounds.

The Starbird

When the Ultimates need to travel to or from the scene of a crime quickly, they use the Starbird, a flying vehicle built by them with plans stolen from UNTIL. Fast and maneuverable, the Starbird launches from a hangar hidden beneath a junkyard near the team’s secret headquarters.

THE STARBIRD

Val	Char	Cost	Notes
55	STR	15	Lift 50 tons; 11d6 [0]
16	BODY	0	
4” x 2”	Size	30	Mass 6.4 tons; -6 KB; -4 DCV
12	DEF	30	
20	DEX	30	OCV: 7/DCV: 7
4	SPD	10	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 115

Movement:	Ground:	6”/12”
	Flight:	40”/2,560”

Abilities & Equipment

Cost	Power	END
105	<i>Jet Engines:</i> Flight 40”, x64 Noncombat, 1 Continuing Fuel Charge (easily refueled; 1 Day; -0)	[1cc]
16	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing, Safe Environment: Low Pressure/Vacuum, Intense Cold, Intense Heat)	0
19	<i>Radar Array:</i> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+14 versus Range Modifier); OIF Bulky (-1)	0
6	<i>Communications System:</i> HRRP; OIF Bulky (-1)	0
52	Additional equipment chosen by the GM	var

Total Abilities & Equipment Cost: 198

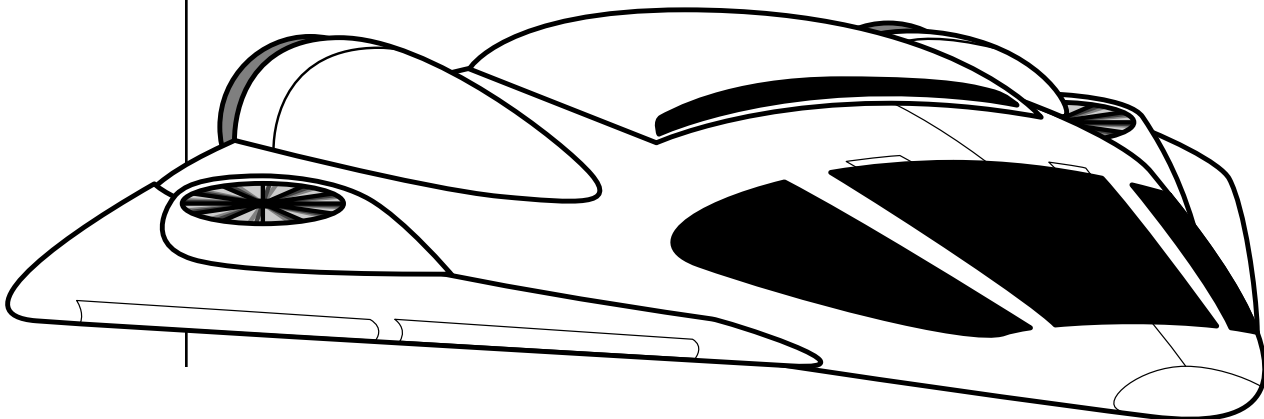
Total Vehicle Cost: 313

Value Disadvantages

15	<i>Distinctive Features:</i> the Ultimates’s super-plane (Not Concealable; Noticed And Recognizable)
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Total Disadvantage Points: 15

Total Cost: 298/5 = 60





SOLO VILLAINS

The third part of *Conquerors, Killers, And Crooks* describes nearly four dozen independent or “solo” villains — supercriminals who usually commit crimes on their own. They may go to work for more

powerful villains, or team up with some of their confederates to form temporary teams, but they have no long-standing affiliation or alliance with anyone else. (Of course, as GM you can combine them into new teams if you prefer.)

ANKYLOSAUR

Val	Char	Cost	Roll	Notes
10+30	STR	15#	11-/17-	Lift 100 kg /6,400 kg; 2d6/8d6 [1/4]
10+11	DEX	16#	11-/13-	OCV: 3 /7/DCV: 3/7
10+15	CON	15#	11-/14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10+10	PRE	7*	13-	PRE Attack: 2d6/4d6
10	COM	0	11-	

4 PD 2 Total: 26 PD (22 rPD)

4 ED 2 Total: 26 ED (22 rED)

4 SPD 20 Phases: 3, 6, 9, 12

8 REC 8

30 END 5

40 STUN 20 **Total Characteristic Cost: 110**

*: OIF (battle armor; -½)

#: OIF (as above) plus No Figured Characteristics (-½)

Movement: Running: 17"/34"
Leaping: 20"/40"

Cost Powers END

50	<i>Grenade Launcher:</i> Multipower, 75-point powers; all OIF (battle armor; -½)	
1u	1) <i>Tail:</i> +30 STR; OIF (-½), Only With Extra Limb (-½)	3
3u	2) <i>Blast Grenade:</i> Energy Blast 15d6; OIF (-½), 4 Charges (-1)	[4]
3u	3) <i>Fire Grenade:</i> Energy Blast 10d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
3u	4) <i>Frag Grenade:</i> RKA 3d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
3u	5) <i>Concussion Grenade:</i> Energy Blast 10d6, Explosion (+½), Stun Only (-0); OIF (-½), 4 Charges (-1)	[4]
3u	6) <i>Flashbang Grenade:</i> Sight and Hearing Group Flash 9d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
2u	7) <i>Smoke Grenade:</i> Darkness to Sight Group 5" radius; OIF (-½), 4 Continuing Charges lasting 1 Turn each (-½)	[4cc]
3	<i>Tail:</i> Extra Limb; OIF (-½), Limited Manipulation (-¼)	0
44	<i>Battle Armor:</i> Armor (22 PD/22 ED); OIF (-½)	0
14	<i>Flashbang Protection:</i> Sight and Hearing Group Flash Defense (10 points each); OIF (-½)	0
7	<i>Oxygen Supply:</i> Life Support (Self-Contained Breathing); OIF (-½)	0
15	<i>Motility Servos:</i> Running +11" (17" total); OIF (-½)	2
8	<i>Motility Servos:</i> Leaping +12" (20" forward, 10" upward); OIF (-½)	1
3	<i>Visual Sensors:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
2	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
10	<i>Onboard Radar:</i> Radar (Radio Group); OIF (-½)	0

6 *Communicator System:* HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0

Talents

8 *Onboard Computer:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)

Skills

11 *Combat Analyzer:* +2 with All Combat; OIF (-½)

6 *Combat Analyzer:* +3 versus Range with all attacks; OIF (-½)

3 +1 with Grenade Launcher Multipower

10 +2 Hand-To-Hand

3 Climbing 11- (13-)

3 Combat Driving 11- (13-)

1 Electronics 8-

2 CK: Millennium City 11-

2 KS: The Superhuman World 11-

1 KS: UNTIL 8-

1 KS: VIPER 8-

3 Streetwise 11- (13-)

3 WF: Small Arms, Blades

Total Powers & Skill Cost: 240

Total Cost: 350

200+ Disadvantages

20 Hunted: Champions 8- (Mo Pow, NCI, Capture)

20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)

15 Psychological Limitation: Vengeful (Common, Strong)

10 Psychological Limitation: Hatred Of The Police And Authority Figures (Common, Moderate)

15 Reputation: violent supercriminal, 11- (Extreme)

15 Social Limitation: Secret Identity (Paul Bressler) (Frequently, Major)

15 Unluck 3d6

10 Vulnerability: 2 x STUN from Sonic attacks (Uncommon)

10 Vulnerability: 2 x BODY from Sonic attacks (Uncommon)

20 Experience Points

Total Disadvantage Points: 350

Background/History: How lucky can one guy get?

All his life, Paul Bressler couldn't get a break. He was born into a poor family where no one really understood him. He got expelled from school because of a *tiny* misunderstanding about what he and the principal's daughter were doing. He got tossed into juvie for just a little joyriding and a couple of burglaries. Nothing ever turned out right. But the way Paul figured it, sooner or later he was due for a *big* break to make up for all the rotten luck.

One day, the local VIPER Nest hired Paul, his buddy John MacDougal, and some of their other

pals to help out with a job. Paul figured this was his big break — a chance to get in good with VIPER! He was right, but not in the way he expected.

Paul and his friends had a simple part to play. All they needed to do was make a lot of noise and stage a diversion outside one of UNTIL's research facilities, so the VIPER teams could infiltrate the place and steal some stuff. Piece a' cake, right? Wrong. UNTIL responded more quickly, and with more force, than VIPER expected. Paul and John panicked, running into the facility instead of away from it, and once inside quickly became separated.

Almost before he knew it, Paul found himself in some sort of warehouse, hiding behind a bunch of big crates.

Having nothing better to do (besides pray to God no one would find him), Paul pulled out a pen and substituted his address for the one on the shipping labels. Then, slowly but surely, the sounds of battle faded away, and Paul snuck out and got the hell away from there.

To his astonishment, a few days later a big delivery van pulled up to his apartment and dropped off the crates! He crowbarred them open, hoping to find something he could sell, and saw a glistening suit of powered armor, fresh from the factory and styled to look like some kind of dinosaur or something. He couldn't believe his luck!

It took him about half a day to put the battlesuit together and figure out how it worked — and just in time. All of a sudden a squad of UNTIL agents showed up on his doorstep, having traced the delivery after the prototype Ankylosaur armor didn't show up at its intended destination. A few grenades and an all-too-short fistfight later, and Paul had completely trashed the squad.

Ever since then, the Ankylosaur has been a freelance supercriminal, sometimes pulling his own jobs, sometimes working for other villains. He may not come out the winner every time, but he's a lot better off than he used to be, and now *he* gets to pound on the cops, not the other way around. All in all, it pretty much makes up for those first eighteen years.

Personality/Motivation: Paul is nothing more than a thug and a bully with a lot of power to back up his aggressive impulses. He likes to be big and tough, and to have a fat roll of bills in his pocket for nights on the town, and being Ankylosaur gives him those things. He's not an educated man or a deep thinker (it took him months just to learn how to pronounce the armor's name properly), and is impressed by those who are, making it easy for master villain types to recruit him.

Years of "oppression" by the cops, courts, and other authority figures have given Ankylosaur a bitter hatred of "the man." Anytime he gets the chance to beat the snot out of policemen, UNTIL agents, or anyone else like that, he'll take it (much to the annoyance of his employers). If he's in a tough spot and needs to grab a hostage, he'll go for someone who looks "official" every time.

Quote: "Ready for a pounding, hero?"

Powers/Tactics:

Ankylosaur's powers come entirely from the prototype powered armor suit he stole from UNTIL; without the suit, Paul Bressler's little more than a garden-variety street thug. In addition to its defensive capabilities, the suit enhances his strength and reflexes, and comes equipped with a combination artificial tail/grenade launcher which fires several different types of explosive missiles. The suit also augments his strength, particularly when he's using the tail.

At the start of a battle, Ankylosaur mainly relies on grenades, hoping to take out as many enemies as possible (besides, it's fun to blow stuff up). When the melee gets too mixed for grenades, he leaps into the fray and starts battering heroes into submission with his tail. He enjoys a good fight, and won't back down even from a serious challenge, but if the situation becomes hopeless he's got no qualms about making a break for it.

The Ankylosaur armor is unusually susceptible to sonic damage, which causes painful feedback via its cybernetic controls. UNTIL has never found a way around this problem, which is one of the reasons it never tried to rebuild the suit. But it takes advantage of this weakness whenever it catches up with Ankylosaur.



ANKYLOSAUR PLOT SEEDS

Hey, sometimes lightning strikes twice, right? Ankylosaur breaks into a research corporation's labs and substitutes his address for one on the crates there, hoping to get some other neat toys delivered to his doorstep. Unfortunately, this particular lab is a front for Teleios, and the crates in question contain some young monsters (see *Champions Universe*, page 138) in stasis. Almost before Ankylosaur can get into his armor, the deadly beasts smash his apartment and go on a rampage through the city.

Ankylosaur's sick and tired of working for other villains and getting half the loot for twice the risk. He's got what it takes, he's forming his own gang! Pick three or four other villains without enough sense to resist his "recruiting pitch" and let them launch some fantastic scheme for the PCs to stop.

Ankylosaur figures that with all the money pro athletes make, they'd pay a fortune not to get hurt. Right before a major game, he crashes into the Millennium City Lions locker room and announces he's holding all the players hostage until each one pays a two million dollar ransom. The PCs have to defuse the situation without wrecking the stadium or hurting any of the football players.

Campaign Use: Ankylosaur is a perfect mercenary villain when you need to provide another super-criminal with some backup, or form an impromptu team of solo villains. He's a born follower. And who knows what might have happened to John MacDougal or any of the other friends he was with that night? He hasn't heard from them since or been able to find out anything. Obviously there was something mighty strange going on at that UNTIL lab....

As a Hunter, Ankylosaur is brutal and straightforward. He's got a vicious vengeful streak, and won't hesitate to pursue a hero he thinks has humiliated him. Once he finds his quarry, he'll start lobbing grenades and then leap forward to get in a few good tail-swings and punches. Subtlety is not his thing.

If Ankylosaur's not tough enough to stand up to your heroes, boost his STR by 10-20 and his SPD by 1-2; give him some more grenades, too, if other types of attacks will help. On the other hand, if he's too tough, scale down the extra STR when using his Tail, and get rid of one or two types of grenades.

Appearance: Ankylosaur wears a suit of steel grey powered armor patterned after the dinosaur of the same name. Sharp spikes stud the shoulders, gauntlets, helmet, and other parts of it, and it has an artificial tail, with a large spiked knob on the end, attached to a backpack-like structure. The tail functions as a grenade launcher as well as a way to smash superheroes.

Out of his armor, Paul Bressler is only 5'8" tall (as opposed to 6'3" in it). He has dirty brown hair, watery green eyes, and the beginnings of a gin blossom. He dresses like a man with a lot more money than taste.



Round & Round He Goes...

'Man, that Ankylosaur is tough! His armor's so strong I can't hurt him. Instead, I have to finesse him. The last time he showed up in Millennium City, I spun him around so fast he couldn't even see straight. Sure, he got his licks in — I'm lucky he didn't take my head off with that tail of his — but by the time I was done, he was so dizzy he couldn't even stand up!'

— Kinetik

ANUBIS

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
22	DEX	36	13-	OCV: 7/DCV: 7
22	CON	24	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
				Total: 28 PD (18 rPD)
10	PD	5		Total: 30 ED (18 rED)
12	ED	8		Phases: 2, 4, 6, 8, 10, 12
6	SPD	28		
9	REC	0		
44	END	0		
40	STUN	1		Total Characteristics Cost: 167

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
87	<i>Ankh-Staff:</i> Multipower, 87-point reserve	
9u	1) <i>Fire Of The Gods:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Hand Of The Gods:</i> Telekinesis (36 STR), Reduced Endurance (0 END; +½)	0
5u	3) <i>Curse Of Scorpions:</i> RKA 1d6, NND (defense is appropriate Life Support [Immunity] or being in a hermetically-sealed environment like a Force Field or powered armor suit; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); Limited Range (10"; -¼)	0
3u	4) <i>Curse Of Blindness:</i> Major Transform 5d6 (sighted human into blind human; heals back on Anubis's command or if eyes are bathed in the waters of the Nile during a special ceremony); Limited Target (humans; -½), All Or Nothing (-½), Limited Range (10"; -¼)	7
8u	5) <i>Pathway Of The Gods:</i> Teleportation 24"; MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½)	0
100	<i>Armies Of The Dead:</i> Summon 4 395-point mummies (see <i>HERO System Bestiary</i> , page 122), Slavishly Devoted (+1), Reduced Endurance (½ END; +¼); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	9
54	<i>Shield Of The Gods:</i> Force Field (18 PD/18 ED), Reduced Endurance (0 END; +½)	0
60	<i>Wings Of The Gods:</i> Flight 20"; Reduced Endurance (0 END; +½)	0

Skills

6	+2 with Ankh-Staff Multipower
2	AK: Egypt 11-
2	AK: Millennium City University 11-
2	CK: Millennium City 11-
3	KS: Ancient History 12-
5	KS: Egyptian Myth & Legend 14-
5	KS: Egyptology 14-
2	SS: Anthropology 11-

- 3 SS: Archaeology 12-
- 3 Stealth 13-

Total Powers & Skills Cost: 367

Total Cost: 534

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 25 Hunted: Champions 11- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Must Fulfill The Will Of Set (Very Common, Total)
- 15 Psychological Limitation: Broadcasts Intentions In Combat (Common, Strong)
- 15 Reputation: destructive supervillain, 11- (Extreme)
- 15 Social Limitation: Secret Identity (Ethan Neritski) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from Life/Holy Magics (Uncommon)
- 10 Vulnerability: 2 x BODY from Life/Holy Magics (Uncommon)
- 10 Vulnerability: 2 x STUN from Water (Uncommon)
- 10 Vulnerability: 2 x BODY from Water (Uncommon)
- 169 Experience Points

Total Disadvantage Points: 534

Background/History: Ethan Neritski used to be nothing more than a graduate student in the Archaeology Department at Millennium City University. Disgruntled and bitter after years of having his somewhat... unusual theories about Egyptology casually dismissed by more established archaeologists and historians, he slowly but surely drifted from being a true scholar to being more of a looter of tombs and seller of antiquities on the black market.

One season, while on an expedition in Egypt, Neritski would sneak away from the camp at night to do some digging of his own, hoping to find some valuable artifacts he could keep for himself and sell when he returned home. By dumb luck — or perhaps the touch of fate — he found what he was looking for. He accidentally stumbled into a cleft in the rocks, where he found a well-hidden tunnel that led deep into a hill. After carefully opening several doors, he found his way to a lavish inner chamber.

Although the chamber was filled with many valuable items, Neritski had eyes only for the two on the ivory table in the center: a gold mask, in the style of a funerary mask, shaped like the jackal head of Anubis, god of the dead; and a tall staff of lapis lazuli with an ankh on top. Those two items alone would make him rich beyond his wildest dreams.

For fun, Neritski put the mask on his head. As the sides of it settled firmly onto his shoulders, he felt something — some strange presence — enter his mind. Dazed and reeling, he tried to remove the mask, but it wouldn't come off! Unable to withstand the assault on his mind, Neritski collapsed.

He awoke, hours later, with a new sense of pur-

pose. No longer was he Ethan Neritski, scorned Egyptologist — he was the avatar of the god of the dead! Somehow, the mask and ankh-staff had given him awesome power — the power to destroy, to take what he pleased, to humble his enemies before him! A long, chill laugh of evil escaped his lips as he flew away from the now-meaningless tomb to work his will in the world.

Personality/Motivation: Ethan Neritski thinks he has become the avatar of Anubis, the Egyptian psychopomp and funerary god. He believes the gods of ancient Egypt have granted him vast power to do as he wishes. So far, his wishes have run to simple crimes — the acquisition of luxuries and riches, the humbling of those who would insult, belittle, or humiliate him, and so on.

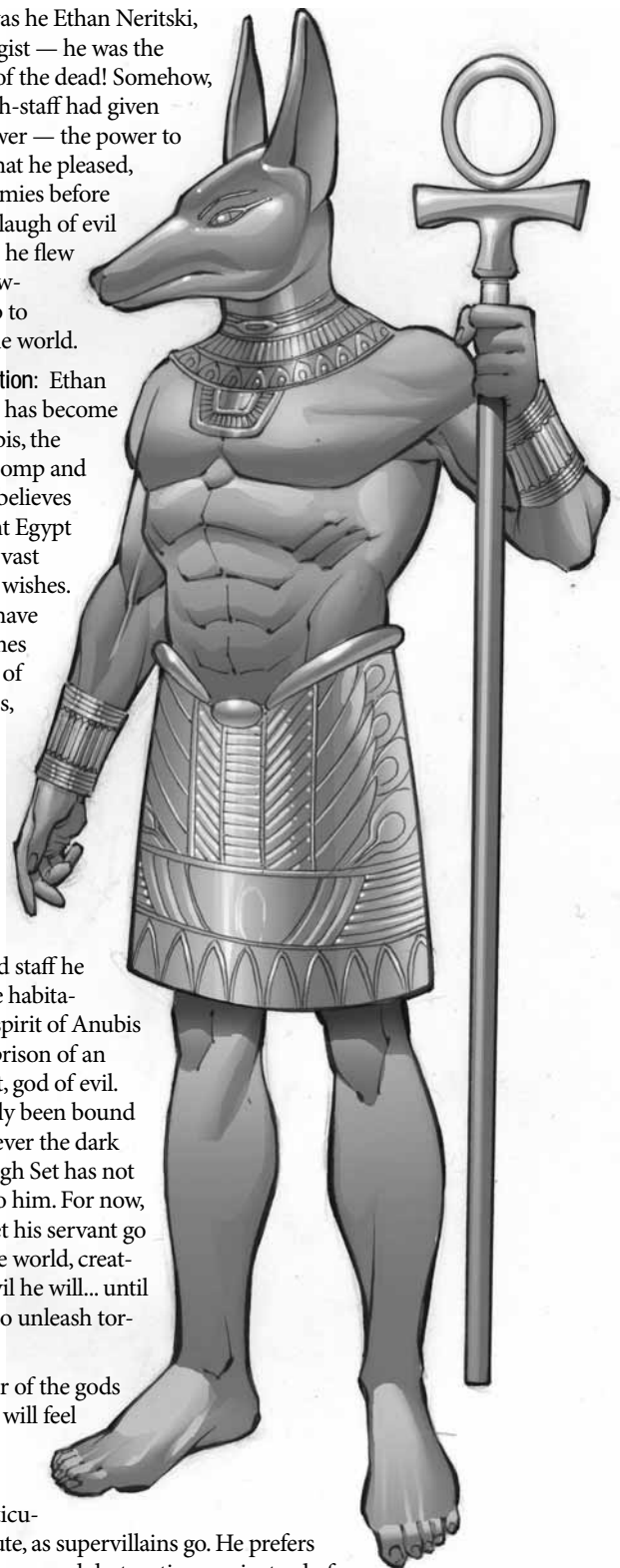
What Neritski does not know is that the mask he wears and staff he bears were not the habitation of an avatar-spirit of Anubis — they were the prison of an avatar-spirit of Set, god of evil. Anubis has actually been bound to Set, to do whatever the dark god chooses, though Set has not yet revealed this to him. For now, Set is content to let his servant go his own way in the world, creating what casual evil he will... until Set is truly ready to unleash torment upon Earth.

Quote: “The power of the gods is mine! Now you will feel their fire!”

Powers/Tactics:

Anubis is not particularly tactically astute, as supervillains go. He prefers to rely on sheer power and destructiveness instead of subtle maneuvering, and in fact has a tendency to tell his opponents what he's going to do to them before he takes his Action.

Anubis's powers all work through his lapis Ankh-Staff, but none of them take the *Focus* or *OIHID* Limitations because he can summon the Staff to himself at will — if a hero snatches it away from him, it vanishes from the hero's grasp and re-appears in Anubis's hand whenever he wants it to. Anubis may allow the PCs to think they've stripped him of his power for a few Segments, then call the Staff back to him and get a



ANUBIS PLOT SEEDS

Anubis goes on a crime spree, stealing Egyptian artifacts from around the world. Each artifact holds the avatar of other Egyptian gods allied with Set, and Anubis uses them to manifest a divine army to serve his dark lord. The “good” Egyptian gods (Ra, Horus, Isis, Thoth, and so on), seeking to oppose this scheme (because its success would mean their permanent deaths), grant the PCs countervailing powers, and the battle is on!

In his researches, Ethan Neritski uncovers the details of a special Set-worshipping ceremony. Anubis performs the ritual and opens a tiny dimensional portal to Set, who reveals his role in Anubis's origin and multiplies his servant's powers threefold. Now Anubis seeks to open the portal wider, and unleash Set upon the Earth. If the heroes don't stop him, first Millennium City, and then the Earth, will be destroyed!

Anubis “discovers” that a female PC is the reincarnation of some Egyptian princess or goddess, and tries to “reawaken” her that she may be his consort.

Surprise Move bonus. The only way to take the Ankh-Staff from him permanently is to seal it behind potent Egyptian magical wards.

Anubis's favored power is the Fire Of The Gods, a blue-colored blast of fire-like energy capable of damaging most superhumans. However, that's not all he can do; he can also move objects without touching them, or, if an opponent is close enough, Anubis can simply blind him or cover his body in stinging scorpions. If he's anywhere near mummies (or similarly-preserved bodies), such as in a museum or cemetery, he can call forth up to four mummies to fight on his behalf (see page 122 of the *HERO System Bestiary* for a mummy character sheet, or create your own).

Anubis often flies in combat; he regards it as a majestic and useful manifestation of his divine powers. For quick escapes, he can open a doorway to the realm of the gods, step through, and emerge miles away (*i.e.*, use his MegaScaled Teleportation).

Campaign Use: Anubis makes a good general villain for a number of plots, but he works best as a springboard for a story arc focusing on the destructive will of the god Set. Eventually the PCs (and Anubis himself) should discover his link with Set, and in turn find out the consequences of opposing such a powerful deity...

In his Secret Identity of Ethan Neritski, Anubis spends most of his time at Millennium City's universities and museums, poking around in the dusty parts of research libraries and Egyptology displays. Player characters of academic bent may encounter him from time to time without ever knowing he's really a powerful supervillain.

As a Hunter, Anubis pursues his target in a straightforward fashion. No skulking about or deceptive schemes for a scion of the gods! He'll simply fly to the heroes' headquarters and start blasting things until his enemy accepts a challenge to single combat. If defeated or driven away, he returns, again and again, often at inconvenient times, until he has utterly humbled his foe.

To make Anubis more powerful, increase his STR to 40 or 50, and add a few slots to his Multipower (be careful not to strain his END use too much), and perhaps boost the Armies Of The Dead power to let him Summon more mummies at once. To weaken him, reduce his Multipower reserve (to 75 or 60 points), get rid of his Armies Of The Dead power, and consider lowering his SPD to 5.

Appearance: Anubis wears an Egyptian-style golden mask/helmet in the shape of a jackal's head with evilly-glowing red eyes, a gold Egyptian kilt, gold bracers, and gold sandals. His chest, arms, and legs are bare. In his right hand he carries the Ankh-Staff, a six-foot tall staff with an ankh on top; the entire weapon is carved out of a single piece of lapis lazuli.

ARMADILLO

Val	Char	Cost	Roll	Notes
10+40	STR	20#	11-/19-	Lift 100 kg/25 tons; 2d6 (10d6) [1/5]
10+8	DEX	12#	11-/13-	OCV: 3/6/DCV: 3/6
10+18	CON	18#	11-/15-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
10+5	PRE	3*	11-/12-	PRE Attack: 2d6/3d6
10	COM	0	11-	

6 PD 4 Total: 26 PD (20 rPD)

4 ED 2 Total: 24 ED (20 rED)

2+3 SPD 20* Phases: 6, 12/3, 5, 8, 10, 12

9 REC 10

20 END 0

45 STUN 20 **Total Characteristic Cost: 124**

*: OIF (battle armor; -½)

#: OIF (as above) plus No Figured Characteristics (-½)

Movement: Running: 6"/12"
Leaping: 10"/20"
Tunneling: 12"/24"

Cost	Powers	END
24	<i>Power Supply:</i> Endurance Reserve (160 END, 20 REC); OIF (-½)	0
40	<i>Blaster Array:</i> Multipower, 60-point powers, all OIF (battle armor; -½)	
3u	1) <i>Palm Blasters:</i> Energy Blast 12d6; OIF (-½), Activation Roll 14- (-½)	6
3u	2) <i>Wrist Blasters:</i> RKA 2d6, Armor Piercing (x2; +1); OIF (-½), Activation Roll 14- (-½)	6
3u	3) <i>Shoulder Blasters:</i> Energy Blast 8d6, Autofire (5 shots; +½); OIF (-½), Activation Roll 14- (-½)	6
4u	4) <i>Tunneling Mode:</i> Tunneling 12" through 12 DEF material; OIF (-½)	6
20	<i>Battle Claws:</i> HKA 1d6, Armor Piercing (+½) (2d6 with STR), Reduced Endurance (0 END; +½); OIF (-½)	0
9	<i>Battle Armor:</i> Life Support (Self-Contained Breathing; Safe Environments; Low Pressure/Vacuum, High Pressure); OIF (-½)	0
40	<i>Battle Armor:</i> Armor (20 PD/20 ED); OIF (-½)	0
14	<i>Flashguard Helmet:</i> Sight and Hearing Group Flash Defense (10 points each); OIF (-½)	0
3	<i>Defense Field:</i> Power Defense (5 points); OIF (-½)	0
7	<i>Defense Field:</i> Lack Of Weakness (-10) for Resistant Defenses; OIF (-½)	0
13	<i>Tactical Computer:</i> Find Weakness 11- with Blaster Array and Battle Claws; OIF (-½)	0
3	<i>IR Sensors:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>UV Sensors:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
6	<i>Communications Suite:</i> HRRP (Radio Group); OIF (-½), Affected As Sight/Hearing Group As Well As Radio Group (-½)	0

Talents

- 8 *Onboard Computer*: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)

Skills

- 6 +2 with Blaster Array Multipower
- 3 Electronics 12-
- 1 KS: Professional Sports 8-
- 2 KS: The Superhuman World 11-
- 1 KS: The U.S. Army 8-
- 2 Navigation (Land) 12-
- 2 PS: Soldier 11-
- 3 Mechanics 12-
- 3 Streetwise 11- (12-)

Total Powers & Skill Cost: 226

Total Cost: 350

200+ Disadvantages

- 20 Enraged: if insulted or battle armor insulted (Common), go 11-, recover 11-
- 25 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 30 Hunted: U.S. Army 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Announces His Actions Before Taking Them (Very Common, Strong)
- 10 Psychological Limitation: Sucker For A Pretty Face (Common, Moderate)
- 15 Social Limitation: Public Identity (Randall Gordon) (Frequently, Major)
- 20 Vulnerability: 2 x STUN from Ego Attacks (Common)
- 10 Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)

Total Disadvantage Points: 350

Background/History: In 1993, fresh out of the Juvenile Detention Center, Randall Gordon decided to join the Army. He had no illusions; he knew that, one way or another, people were going to be ordering him around for the rest of his life. He figured he might as well get paid for it.

Eager to make some extra bucks following basic training, Gordon volunteered for something called Project Sunburst, a wargame of some sort. It turned out to be an unscrupulous experiment to test soldiers' ability to survive and conduct military operations in a nuclear war. When the blast hit, Gordon passed out. He awakened in the hospital, where he learned from the doctors that he was one of the lucky ones — most of the other guys involved had died right away. To their puzzlement, they couldn't find a thing wrong with him at all — just some minor changes in his brainwave patterns.

An astute Army scientist heard about this and suggested that the changes to his neurochemistry might make Gordon perfect for the Man Amplification Project, the Army's effort to develop cheap, practical powered armor for

soldiers. So far MAP personnel had had no success creating a suit the ordinary ground-pounder could use, due to limitations in the cybernetic technology they'd invented. Maybe with Gordon it would be different. Sensing the possibilities, Gordon agreed.

It worked like a charm. Somehow, his modified brain was able to control the armor. While the MAP scientists were slapping each other on the back and talking about how much good they could do with the armor, Gordon turned the blasters on them. Do good? Ha! With a weapon like this, he was going to grab all he could for himself. After smashing his way out of the MAP facilities, he stalked off into the night and became the supervillain Armadillo.

Personality/Motivation: After nearly ten years as Armadillo, a decade mixing successful crime sprees with periodic stays in prison, Gordon still gets a big kick out of being Armadillo. He loves all the powers the suit gives him, and usually can't resist announcing what he's about to do to the rest of the world (so everyone will be impressed, naturally). Despite the problems this causes him, he still does it, time and again. Eventually he'll learn not to (*i.e.*, spend some Experience Points to buy off that Psychological Limitation).

Armadillo's other big weakness is his inability to withstand the charms of women. He's got no problems fighting superheroines — they can give as good as they get, after all — but any woman who smiles at him sweetly can often twist him around her little finger. (At the GM's discretion, treat this as a bonus to appropriate Persuasion or Presence Attacks by women with COM 12 or higher.)

Randall chose the name "Armadillo" because of his suit's tunneling capability (and armadillos do sort of have armor, too). Anyone who laughs at the name, or mocks him and his armor, gets blasted.

Quote: "Now I'm gonna knock you right through that wall with my Wrist Blasters!"

Powers/Tactics: Armadillo's powers all come from his suit of battle armor, which is equipped with three different blasters (located in the palms, on the wrists, and on the shoulders), the ability to burrow through the earth at tremendous speeds (and likewise to tear or tunnel through thick walls and the like), and various defensive and sensory systems. He's become pretty skilled at using the suit, and years of repairing and modifying it have made him a pretty good tinkerer.

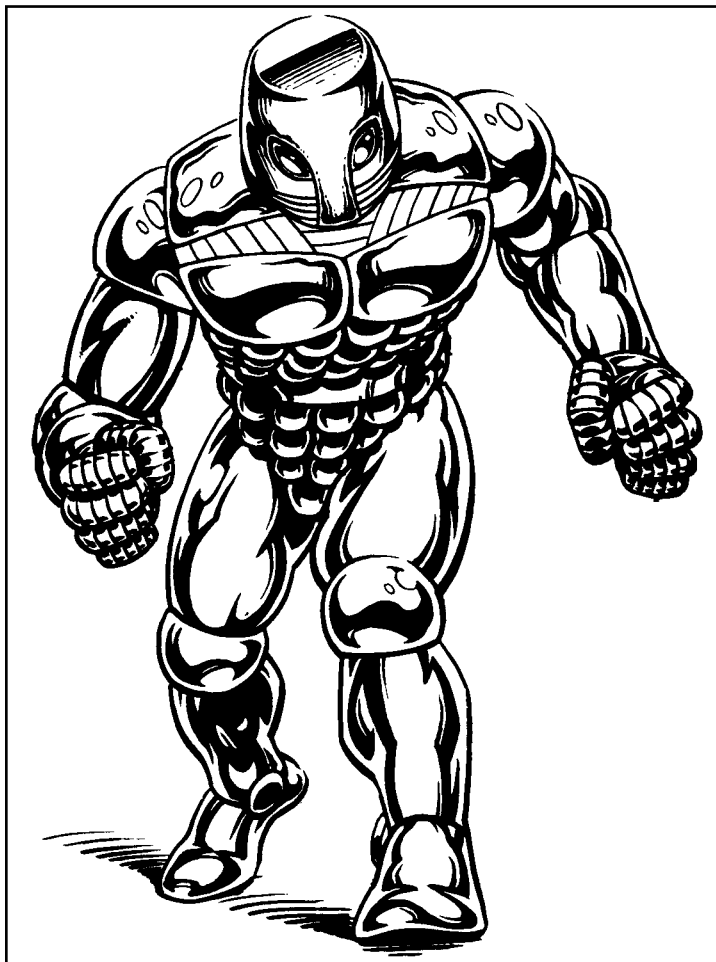
Armadillo takes full advantage of his suit's ability to dig tunnels. Not only is it a great way to escape, but by making his tunnel twist and turn he can set up ambushes for pursuing heroes and then collapse the tunnel on them. In battle, if there's no cover available and he doesn't need to be mobile, he'll tunnel down about ½" and thus create some cover for himself.

**ARMADILLO
PLOT SEEDS**

Armadillo finally decides to fix his armor to get rid of its Vulnerabilities. Unfortunately, he's a little short on cash right now, and the person doing the work for him (Brainchild, ARGENT, whoever) won't take an I.O.U. Instead, he wants Armadillo to do a little job for him... and that eventually attracts the attention of the PCs.

Armadillo hears a rumor that Radium is looking to kill all the generals responsible for Project Sunburst. He has no idea why Radium would want to do that, but the way he figures it, those generals did him a favor, so he owes them. This could lead to a battle between Armadillo and Radium, and since Armadillo doesn't know about what happens if Radium is killed, the PCs had better find a way to stop the fight from taking place.

While burrowing away from the scene of a crime or super-battle, Armadillo uncovers a valuable archaeological site. He starts to plunder it for valuable artifacts and sell them on the black market. The PCs have to find out where this flood of priceless artifacts is coming from and preserve the site for posterity.



Unfortunately, the Armadillo suit has some weaknesses. The cybernetic systems that control it aren't as efficient or well-protected as they should be, so magnetic attacks or certain mental attacks cause the wearer to suffer agonizing headaches. Armadillo hopes to get this problem fixed eventually (*i.e.*, when he can buy off his Vulnerabilities with Experience Points).

In combat Armadillo usually relies on his Palm Blasters, switching to the other blasters only when he needs to cut through heavy armor (Wrist Blasters) or take out large numbers of relatively lightly-protected foes (Shoulder Blasters). If he doesn't need to move, he'll use his Tactical Computer to locate the weakest point in his target's defenses before firing. He's not much of a tactician; he just starts blasting away at the most convenient target, or does whatever his employer orders him to do.

Campaign Use: Armadillo is a pretty straightforward mercenary villain. He'll work for anyone who can pay him, or give him a reasonable shot at some major loot, so you can easily work him into other superteams, or have a more powerful villain hire him for "backup." His ties to Project Sunburst might also provide some scenario fodder, especially if a PC also has some connection to that ill-fated experiment.

If Armadillo needs to be more powerful for your game, you have several options. First, you could increase his STR, making him more of a

"brick" than he is now. (You may also need to bump up his defenses a bit.) Second, you could give his suit more weapons, or make the ones he already has more powerful. Right now he's just got a lot of blasters, which doesn't give him too many tactical options. Third, you could give him the *Tactics* and *Teamwork* Skills and just make him a smarter combatant. To weaken him, reduce his defenses some, drop his Tunneling to 8" (or less), and maybe reduce his Multipower to a 50 Active Point reserve.

Appearance: The Armadillo armor is a simply-styled, fairly big and bulky suit of powered armor, with a barrel helm-like helmet and a scale mail-like configuration in front. Its colors are silver, gold, and green. The Palm Blasters are evident at all times; the Wrist and Shoulder blasters pop out from obvious compartments in the suit when Armadillo needs them. He often wears a satchel to carry loot in, since he needs his hands free to tunnel.

Randall Gordon himself is 5'11" tall and weighs about 200 pounds — he's no muscleman, but he doesn't have a lot of fat on him either; he's mostly big-boned and beefy. He has blonde hair and blue eyes, sports a moustache, and usually wears casual clothes.

OPPOSING ARMORED SUPERCRIMINALS

FROM THE SECRET FILES OF ...
PRIMUS Our agents frequently encounter supercriminals whose powers

derive not from natural superpowers, but from high-tech suits of armor — "powered armor," as it's commonly called. Powered armor "villains" are tough opponents, since their armor not only protects them, but provides weapons, a means of travel, and many other abilities. Here are some suggestions for fighting them, gleaned from agents' field reports:

Disable, don't destroy: Instead of making futile efforts to destroy part of a criminal's armor, try to just disable it, even temporarily. A glue-grenade may not hold an armored criminal, but it might clog his boot-jets and prevent him from flying away.

Electrical overload: Large amounts of electricity can often overload a suit of powered armor, rendering the wearer helpless and harmless. The PRIMUS Electricity Rifle has been designed expressly for this purpose; requisition one if you expect to face the likes of Ankylosaur or Armadillo.

Cybernetic interference: Most powered armor suits have cybernetic controls that respond to the wearer's thoughts. If you can jam, disable, or otherwise interfere with the cybernetic circuitry, the suit becomes useless. PRIMUS scientists are working on weapons to exploit this weakness, but resourceful agents can often find their own ways to accomplish this.

BLACK HARLEQUIN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
8	PD	5		Total: 16 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	10		
40	END	0		
40	STUN	12		Total Characteristics Cost: 164

Movement: Running: 11"/22"

Cost Powers **END**

56	<i>Look What I Made!</i> : Variable Power Pool (Gadget Pool), 45 base + 22 control cost; Focus (all powers bought through VPP must have at least -1/2 worth of this Limitation; -1/2), Can Only Be Changed In Black Harlequin's Laboratory (-1/2)	var
30	<i>Fiendish Toychest</i> : Multipower, 60-point powers; all OAF (-1)	
2u	1) <i>Attack Toys</i> : RKA 1d6, Armor Piercing (+1/2), Continuous (+1), Indirect (+3/4); OAF (-1), 6 Charges lasting 1 Turn each (-1/4) [6cc]	
2u	2) <i>Cherry Bomb</i> : Energy Blast 8d6, Explosion (+1/2); OAF (-1), 8 Charges (-1/2) [8]	
2u	3) <i>Confetti</i> : Sight Group Flash 12d6; OAF (-1), Does Not Work Against Desolidified Characters (-1/4), Limited Range (2"; -1/4), 8 Charges (-1/2) [8]	
1u	4) <i>Jacks</i> : RKA 1d6, Area Of Effect (One Hex; +1/2), Continuous (+1), Uncontrolled (removable by spending a Full Phase to sweep them aside; +1/2); OAF (-1), Activation Roll 14- (-1/2), 2 Recoverable Charges (-1), No Knockback (-1/4), Only Affects Characters Moving On The Ground (-1/4), DEX Roll Cancels Effect (-1/4), Automatically Targets Hit Location 18 (-0) [2rc]	
2u	5) <i>Not-So-Silly String</i> : Entangle 6d6, 6 DEF; OAF (-1), Limited Range (20"; -1/4), 8 Charges (-1/2) [8]	
2u	6) <i>Giggle Gas</i> : Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+1/2); OAF (-1), 8 Charges (-1/2), Limited Range (6"; -1/4) [8]	
25	<i>Jester's Cane</i> : Multipower, 50-point reserve; all OAF (-1)	
1u	1) <i>Bodacious Wallop</i> : HA +7d6; OAF (-1), Hand-To-Hand Attack (-1/2) 3	
2u	2) <i>Sleepy-Gas</i> : Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing]; +1); OAF (-1), Limited Range (2"; -1/4), 6 Charges (-3/4) [6]	
16	<i>Armored Jester's Motley</i> : Armor (8 PD/8 ED); OIF (-1/2) 0	
10	<i>Devilishly Fast</i> : Running +5" (11" total) 1	

Talents

4 Double-Jointed

Skills

- 16 +2 with All Combat
- 3 Acting 14-
- 3 Contortionist 14-
- 3 Disguise 14-
- 3 Electronics 14-
- 3 Interrogation 14-
- 3 KS: Jokes, Riddles, & Puzzles 14-
- 3 KS: The Superhuman World 14-
- 3 KS: Toys & Games 14-
- 3 Lockpicking 14-
- 3 Mechanics 14-
- 3 Mimicry 14-
- 3 Security Systems 14-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Streetwise 14-
- 3 Ventriloquism 14-
- 9 Weaponsmith (all categories) 14-

Total Powers & Skills Cost: 228

Total Cost: 392

200+ Disadvantages

- 25 Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Sociopathically Macabre Sense Of Humor (Common, Total)
- 20 Reputation: sadistic superhuman killer, 14- (Extreme)
- 15 Social Limitation: Secret Identity (Rinaldo Maretti) (Frequently, Major)
- 92 Experience Points

Total Disadvantage Points: 392

EXAMPLE POWERS FOR LOOK WHAT I MADE! POWER POOL

Here are some examples of devices the Black Harlequin might build with his Gadget Pool:

Chattering Teeth: This "novelty item" bites onto a victim and just keeps chewing until turned off or destroyed.

RKA 1d6, Armor Piercing (+1/2), Continuous (+1), Reduced Endurance (0 END; +1/2) (45 Active Points); OAF (-1), Range Based On STR (-1/4). Total cost: 20 points.

Choo, The Sad Little Train: Choo is sad, because he can't make proper train sounds like all the other locomotives. But the sound he *can* make has an oddly hypnotic effect on people, causing them to become sleepy.

Ego Attack 2d6, Area Of Effect (8" Line; +1) (40 Active Points); OAF (-1). Total cost: 20 points.

Jackknife-In-The-Box: This fiendish jack-in-the-

BLACK HARLEQUIN PLOT SEEDS

The Toyco Toy Manufacturing Company is sponsoring a big new float in the Millennium City Thanksgiving Day Parade. Wouldn't it just be a shame if all the toys on the float came to life and started attacking the spectators?

All those lovely construction cranes — they look just like giant fingers, waiting to hold equally giant yo-yos, and send them spinning down to the ground to smash buildings and crush people...

Reprogramming the air traffic control computers could be a lot of fun. Look at all the men in ties, scrambling around trying to keep the planes from crashing into one another!

box has a wickedly sharp knife to stab people with when he pops out.

RKA 3d6 (45 Active Points); OAF (-1), Extra Time (Full Phase; -½), Limited Range (3"; -¼), 1 Recoverable Charge (-1¼). Total cost: 11 points.

Raggedy Aneurysm: This seemingly cuddly rag doll clamps onto a victim and generates sonic waves that cause painful internal bleeding.

RKA ½d6, Continuous (+1), NND (defense is ED Force Field; +1), Does BODY (+1) (40 Active Points); OAF (-1), Range Based On STR (-¼). Total cost: 18 points.

Rickity Rocket Jetpack: It belches smoke, makes funny noises, and looks like it might fall apart any second — but it works. And it's enough to let the Black Harlequin make his escape when things get tight.

Flight 22" (44 Active Points); OIF (-½). Total cost: 29 points.

Tears Of A Clown: People splashed with this caustic liquid have plenty to cry about themselves.

RKA 1d6, Armor Piercing (+½), Continuous (+1), Penetrating (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 8 Charges lasting 1 Turn each (-0). Total cost: 20 points.

Background/History:

"Rinaldo, you get down into the basement right now!"

"But, Momma..."

"But, nothing! I've seen the way you've been looking at your sisters — they've seen it too. You're making everyone uncomfortable, you little pervert. Since you can't behave yourself properly around other people, I'm not going to let you *be* around other people. From now on, you live in the basement."

"But, Momma..."

That was when she slapped him. When she was done slapping him, she dragged him over to the basement door, shoved him down the stairs, and slammed the door shut.

It took a little groping around to find the light-switch, but eventually the weak bulb hanging over his father's old workbench flickered on. A thick coating of dust lay over everything; no one had used the bench or the tools since Poppa died a few years ago. Some half-completed toys still sat there, cripped and forlorn.

Wiping away his tears, Rinaldo pulled out a shaping knife and decided to make something. He still remembered some of what Poppa had taught him. If the girls didn't want him around, fine. He'd make his *own* world, full of people who did.

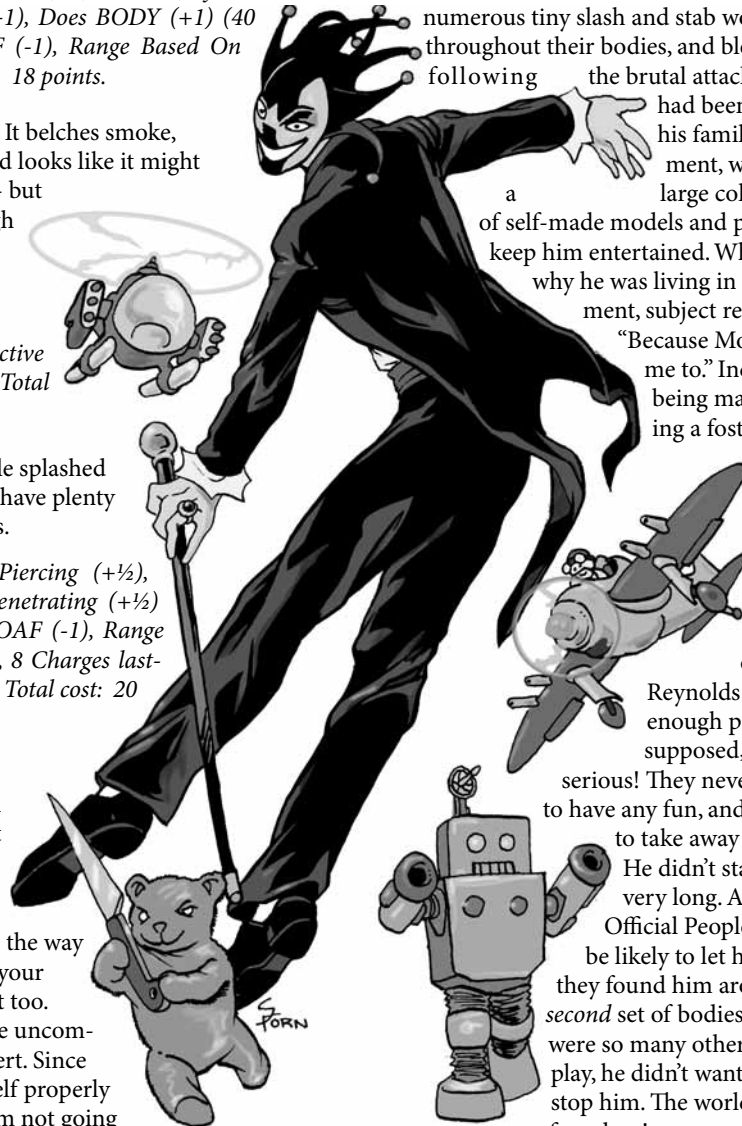
Case Report 57J-23815, Rinaldo Maretti, parents deceased. Subject, aged 16, was remanded to the care of the state after his mother and sisters were found brutally murdered in their home, assailants unknown. The decedents displayed numerous tiny slash and stab wounds throughout their bodies, and bled to death following the brutal attacks. Subject had been living in his family's basement, with only a large collection of self-made models and puppets to keep him entertained. When asked why he was living in the basement, subject responded, "Because Momma told me to." Inquiries are being made regarding a foster home.

The foster home didn't quite work out. The Reynolds were nice enough people, he supposed, but so serious! They never seemed to have any fun, and they tried to take away his toys. He didn't stay there for very long. After all, the Official People wouldn't be likely to let him go if they found him around a *second* set of bodies. And there were so many other games to play, he didn't want anyone to stop him. The world was *such* a fun place!

All he really needed were a few supplies, and the Escapades could begin.

"The city was shocked today by the daring daylight robbery of Hanson's Jewelry Store by a troop of toy soldiers. An official police statement, issued earlier this afternoon, indicated that the soldiers, actually small robots, were armed with deadly miniature guns, and killed four people during the course of the robbery. The robber, whoever he really is, made off with gems and jewelry worth over three million dollars."

The police weren't a problem. Thickwitted and slow, they never could manage to stop one of his



Escapades before he was done. Those costumed crimefighters, though — they were another thing altogether. They looked so pretty, almost like big wind-up dolls, but they were no fun at all. The first time he met one, he barely got away; none of his little toys would hurt the big, annoying fellow. But he was learning to be more careful. They just wanted to lock him up, like Momma did, and he didn't want any of that. There are too many Escapades yet to have!

Personality/Motivation: Utterly sociopathic thanks to being raised by a repressed, domineering mother, the Black Harlequin expresses his antisocial tendencies through his twisted, macabre sense of humor. To him, a Joke isn't *really* a Joke unless the punchline hurts someone, and an Escapade (as he calls his crimes) isn't *really* an Escapade unless it involves death and destruction. Unpredictable and manic, he may caper and jig one moment, singing a merry tune all the time, and the next casually slash a few throats because his "accompanists" weren't singing along loudly enough. He particularly hates to see people sad or upset. Everyone should be jolly around a harlequin! Melancholy expressions tend to attract his attention — which is never pleasant. Often the hapless victim winds up dead, a bloody smile carved into his cheeks by one of the Black Harlequin's knives.

Quote: "Laugh, and the world laughs with you... unless you're laughing at other peoples' suffering, in which case the world is never as amused as I am."

Powers/Tactics: The Black Harlequin does his fighting with gadgets, most of which resemble children's playthings. (His Jester's Cane is obviously a weapon, even if the heroes don't realize it until they've been on the receiving end of a Bodacious Wallop.) He's best known for his Attack Toys, tiny robots in wickedly whimsical forms — toy planes armed with real bombs, teddy bears wielding butcher knives, robots with little built-in guns, and so on. In game terms, these function as an Indirect attack, since they can approach the target from just about any angle. The Harlequin can carry six of them, but their wind-up motors only last for one Turn each. They are Breakable OAFs, and as such have 11 DEF, so a single attack that does 12 BODY to one is enough to destroy the toy (causing the Black Harlequin much anguish).

Many of the Black Harlequin's attacks have Limited Range; he has to be within 2-5" (depending on the gadget) to hit a target with them. Since he's averse to suffering pain, he usually keeps his Combat Skill Levels in DCV on these occasions.

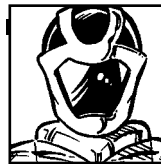
Campaign Use: The Black Harlequin works best in a sort of quasi-master villain role. He doesn't fit

in with most teams of villains, but he's too weak by himself to challenge most superhero teams. So, you need to provide him with the right resources — tuggish henchmen, hidden bases, gadgets and gizmos — to make him a good match for the PCs. Alternately, you can arrange the scenario so the Black Harlequin outthinks the heroes and controls the action from the get-go, dragging them willy-nilly all over the city in response to his bizarre clues and threats.

As a Hunter, the Black Harlequin employs his macabre humor to the full. He strikes through practical jokes and other such surprises, rather than attacking directly, so his "playmate" soon becomes extremely paranoid. A "joke" with a double-twist to it is even more fun. For example, he might send the hero a pie-in-the-face-o-gram, but before the messenger sets out to make the delivery, substitute a pie with acidic toppings for the normal delightful dessert. If the heroes attack and harm the innocent messenger, the Harlequin wins twice over.

To make the Black Harlequin more powerful, increase the size of his Gadget Pool (thus increasing his flexibility), and maybe allow him to change it in combat instead of just at his laboratory. Increasing his SPD to 6 might also be worth considering. To weaken him, get rid of the Gadget Pool altogether.

Appearance: The Black Harlequin is a tall, almost scarecrow-thin man. He wears either jester's motley in black and dark red, or a tuxedo-like outfit in the same colors. His face is concealed by greasepaint in a style that gives him a rather devilish grin, and he has a jester's cap on top of his head. He carries his Jester's Cane, and his pockets are stuffed full of his gimmicked weapons and deadly toys.



Where Does He Get Those Marvelous Toys?

'Look at this thing! It's a piece of genius engineering, that's for sure. See, there's this memory-metal coil in here that slowly unwinds, providing power to augment the battery so the robot can keep fighting for maybe ten or twelve seconds. These gears and internal parts are so well-designed, the movement of the arms and legs is about as frictionless as a machine can get these days. And check out the CO2-powered guns in the arms, and these little flechettes — not much good against my armor, of course, but they could kill an unprotected person easily. God help us if the Harlequin ever learns about nanotechnology...'

— *Defender of the Champions*

BLACK PALADIN**The Knight of the Crow**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
28	CON	36	15-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
8	PD	2		Total: 22 PD (14 rPD)
8	ED	2		Total: 22 ED (14 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	0		
56	END	0		
50	STUN	6		Total Characteristic Cost: 167

Movement: Running: 9"/18"
Teleportation: 15"/30"

Cost	Powers	END
16	<i>Crusher Of Hope:</i> HA +8d6; OAF (enchanted mace; -1), Hand-To-Hand Attack (-½)	4
97	<i>Eater Of Shadows:</i> Multipower, 194-point reserve, all OAF (sword, -1)	
7u	1) <i>Blade:</i> HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½); OAF (-1) plus Major Transform 7d6 (ordinary human into human with Unluck 3d6 and Distinctive Features [no shadow], heals back through special arcane ceremony) (standard effect: 21 BODY), Reduced Endurance (0 END; +½); OAF (-1), Linked (-¼), Only Works If HKA Does BODY (-½)	0
4u	2) <i>Shadow Blast:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½); OAF (-1)	0
27	<i>Blinding Fog Spell:</i> Darkness to Sight Group 4" radius; Gestures (-¼), Incantations (-¼)	4
28	<i>Armor Of Arcane Pathways:</i> Armor (14 PD/14 ED); OIF (-½)	0
16	<i>Enchanted Shield:</i> Multipower, 24-point reserve; all OIF (shield; -½)	
1u	1) <i>Protection:</i> Armor (+8 PD/+8 ED); OIF (-½), Activation Roll 14- (-½), Costs Endurance (-½)	2
1u	2) <i>Defense:</i> Combat Skill Levels (+4 DCV); OIF (-½), Costs Endurance (-½)	2
1u	3) <i>Deflection:</i> Missile Deflection (all Ranged attacks); OIF (-½), Costs Endurance (-½)	2
5	<i>Immortality:</i> Life Support (Longevity: Immortality)	0
30	<i>Armor Of Arcane Pathways:</i> Teleportation 15", x4 Noncombat, x2 Increased Mass, Position Shift; OIF (-½)	4
6	<i>Swift-Limbed:</i> Running +3" (9" total)	1
32	<i>Eye Of Souls:</i> Detect Souls 12- (no Sense Group), Discriminatory, Range, Sense, Targeting	0

Talents

30 *Premonitions:* Danger Sense (immediate vicinity, any danger) 12-

Skills

20 +4 Hand-To-Hand

3 Fast Draw (Common Melee Weapons) 14-

3 High Society 14-

3 Interrogation 14-

3 AK: France 12-

3 KS: Arcane & Occult Lore 12-

3 KS: Medieval Culture 12-

3 KS: Medieval History 12-

3 Language: English (completely fluent; Old French is native)

3 Language: French (completely fluent)

3 Oratory 14-

3 Riding 14-

2 PS: Professor 11-

2 SS: Archaeology 11-

3 Tactics 12-

3 Teamwork 14-

5 WF: Common Melee Weapons, Lances, Staffs, Whips

Total Powers & Skill Cost: 369

Total Cost: 536

200+ Disadvantages

10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)

25 Hunted: Champions 11- (Mo Pow, NCI, Capture)

20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)

15 Psychological Limitation: Overconfidence (Very Common, Moderate)

15 Psychological Limitation: Hatred Of Christianity (Common, Strong)

15 Psychological Limitation: Loves To Gloat and Torment Prisoners (Common, Strong)

20 Reputation: occult-powered killer supervillain, 14- (Extreme)

15 Social Limitation: Secret Identity (Giles de Morphant/John Black) (Frequently, Major)

20 Susceptibility: to holy water, takes 2d6 per Phase (Uncommon)

30 Vulnerability: 2 x STUN from Electrical Attacks (Very Common)

151 Experience Points

Total Disadvantage Points: 536

Background/History: Long centuries ago, in the time of good King Arthur, one of the greatest enemies of Camelot and the knights of the Round Table was the House of de Morphant, a family of French knights so black-hearted and cruel that people said *Quand il pleut, le monde pleure pour les méfaits de Morphant* ("When it rains, the world is weeping for the de Morphant's deeds"). And the most wicked of all the scions of de Morphant was Giles, known far and wide as the Black Paladin for his dark armor and even darker soul. Many of Arthur's best and

strongest knights came against the Black Paladin only to have their bloody heads sent back to the King. With his deadly mace *Broyeur D'Espoir* ("Crusher Of Hope"), his terrible sword *Consammateur des Ombres* ("Eater Of Shadows"), and an enchanted suit of armor that let him vanish from one spot and appear somewhere else, the Black Paladin was virtually invincible.

When King Arthur heard that Giles de Morphant was marching on a French abbey to sack and pillage it, he sent his greatest knight, Sir Lancelot, at the head of a column of noble knights to stop the Black Paladin once and for all. The clash between Lancelot and de Morphant was fierce; mighty blows were given and received by both knights. After a day of fighting, the two parted, exhausted and bloody, but the Black Paladin had the better of the battle. His men routed Lancelot's knights, and though badly injured himself, he had dealt Lancelot so great a wound he felt certain his foe would die. Exultant despite his pain, he proceeded to the abbey. Finding that the nuns had fled because of how Lancelot delayed him, he flew into a rage and ordered the entire building put to the torch.

Meanwhile, the fleeing nuns came to Lancelot's encampment, where the tender ministrations of one of them, Elaine, healed Lancelot's wound. By the time the Black Paladin and his army returned, Lancelot was ready for them. And this time de Morphant's power and black magic did not avail him — Lancelot triumphed, leaving the Black Paladin face down in the muck of the battlefield.

But de Morphant did not die. Through malice he clung to life. After the battle had passed away, his lover, the witch Chantal, possessed of powerful sorcery, came to him. Unable to heal him as fully as Elaine had Lancelot, she worked a spell to preserve him, unchanged, until "he who is as your brother shalt awaken thee." Then she placed him in his secret tomb, long prepared against just such a day, and in despair and anguish took her own life.

Fast forward to 1993. John Black, an archaeology professor from Marquette University, was backpacking across France when he discovered something in a dark, tiny patch of forest — a tomb! It was old and ruined, with a fallen ceiling and all the walls partially collapsed, but clearly it was someone's sepulchre. Had he bothered to talk to the local people, he would have learned he was in *La Forêt du Chevalier Noir*, the Forest of the

Black Knight, and that they shunned it as cursed ground and a place of great evil.

Eager to find out more, Black clambered through the ruins until he found the coffin. With a little bit of struggling, he managed to get the stone lid off. Inside was a corpse — an amazingly well-preserved one. As he brushed dirt and dust off the face, he tried to translate the inscription on the inside of the coffin, speaking it out loud to make it easier. With a start, the corpse's eyes opened! Before Black could react, Giles de Morphant's powerful right hand was about his throat.

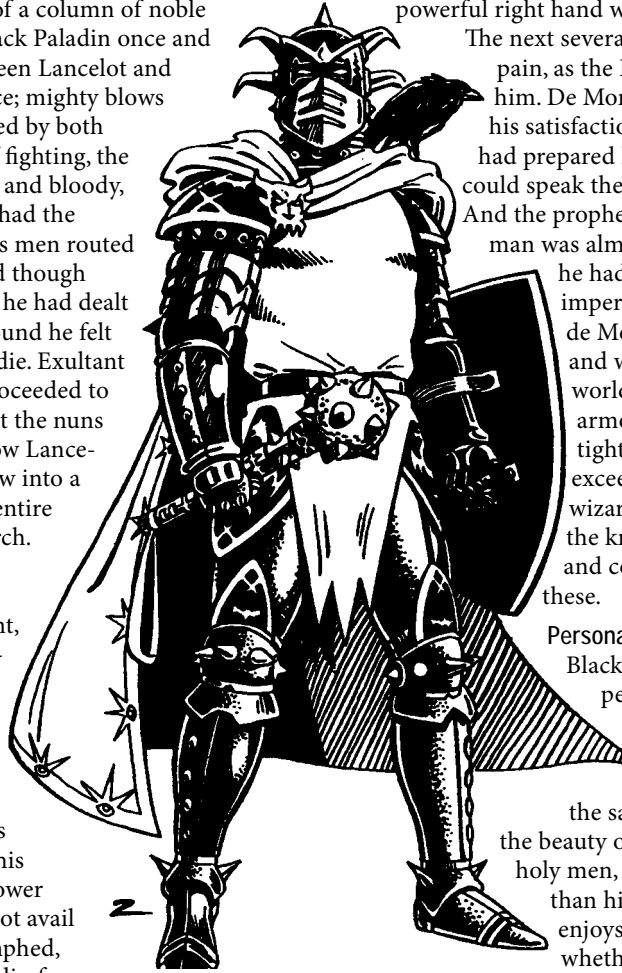
The next several hours were a haze of pain, as the Black Paladin tortured him. De Morphant discovered, to his satisfaction, that his lover's spell had prepared him for his new life; he could speak the man's strange English. And the prophecy had run true; the man was almost his twin. When he had learned enough to impersonate John Black, de Morphant slew him and walked out into a new world — a world of knights armored in gaudy skin-tight clothes with powers exceeding even his lover's wizardry. But he had slain the knights of his own day, and could just as easily slay these.

Personality/Motivation: The Black Paladin is fiendishness personified. No deed is too evil for him, no sin too black. He has no respect for the sanctity of human life, the beauty of women, the piety of holy men, or anything else other than himself. He particularly enjoys tormenting his foes, whether it be with the rack

and pincers or the simple knowledge of their own inevitable defeat and death at his hands. Gloating comes naturally to him; in his overconfidence he rarely hesitates to explain his schemes to his soon-to-be-dead foes.

Remembering the Christian purity and devotion of Arthur's knights, the Black Paladin reserves an especial hatred for Christianity and anyone associated with it. Many of his crimes have involved the desecration of churches, the violation of nuns, and the destruction and looting of Christian charities and institutions.

The Black Paladin affects a noble and honorable nature when treating with his foes, though neither mercy, honesty, nor faithfulness support his words. He speaks courteously (even if his words drip with malice), and in a tone and style reminiscent of when he first lived. Try to roleplay his "nobility" and speech patterns when using him in a game.



BLACK PALADIN PLOT SEEDS

The Black Paladin decides that a particularly noble and honorable powered armor hero is the reincarnation of Sir Lancelot. Determined to avenge himself on his foe, he plans to attack and kill the hero in front of the audience at a gala charity ball where the hero is to accept an award. The PCs have to find out about this and stop it (particularly if the armored hero is a member of their team!).

The heroes awaken one morning to find a large flock of crows sitting outside their headquarters. The crows are completely silent, and all stare ominously at the building. When the PCs go outside to confront them, they fly away, leaving behind a vellum scroll. Written on the scroll is a message from the Black Paladin, challenging the leader of the team to single combat in the park. Is the challenge for real, or some sort of trap?

The Black Paladin discovers that his lover, the witch Chantal, likewise provided for her own return after death. He believes Witchcraft (or some other mystic female in your campaign) is his long-dead love, and kidnaps her to “awaken her memories” with certain spells. The PCs have to find and rescue the helpless superheroine. But what if the Black Paladin is correct?

Quote: “You who stand against me shall fall deeper than the pits of Hell, for not even Lancelot can come against the Black Paladin and escape untouched. The sight of your life’s-blood spilling upon the ground shall be sweet to me, sweeter than the singing of nightingales.”

Powers/Tactics: The Black Paladin is a skilled, vicious knight armed with several magical weapons. His favorite is a mace, Crusher Of Hope, which inflicts devastating blows powerful enough to shatter castle walls. He also carries a sword, Eater Of Shadows. Not only is its blade deadly in its own right, but if the victim takes so much as a single point of BODY, the sword tries to consume his shadow. A person without a shadow suffers extraordinary misfortune (and looks quite odd to boot). The only way to get the victim’s shadow back is to perform a magic ritual in which the sword itself is used to carve arcane symbols (engraved on its ricasso) on the victim’s chest. Eater Of Shadows can also project a potent Shadow Blast, using the shadows it has stolen to destroy the Black Paladin’s foes. Because he carries a shield in his left hand, the Black Paladin can only wield one of these fearsome weapons at a time.

The Black Paladin’s well-crafted suit of black plate armor also carries a potent enchantment: it allows him to move from one place to a nearby place without crossing the space in between. He makes skilled use of this in combat, often teleporting behind a foe to obtain a Surprise Move bonus, or teleporting from enemy to enemy to keep any one of them from mounting a sustained attack against him.

The Black Paladin also has a few magical abilities, spells learned from his lover, the witch Chantal. He can conjure a thick fog to blind his foes, and then use his Eye Of Souls ability to keep track of where they are so he can attack them without difficulty.

De Morphant also possesses several Skills needed for his role as John Black, archaeology professor. His knowledge of modern civilization and history is fairly complete, though he may occasionally slip (particularly when using High Society).

Campaign Use: You can use the Black Paladin in several ways. First, if you construct a scenario properly or beef up his powers, he can serve as a sort of master villain, launching schemes to obtain power and wealth. Second, he works well as an ally of other villains with arcane powers, such as Dark Seraph, Talisman, or even the Slug. Third, he might take a job as “retainer” to a powerful master villain, though even then he’s likely trying to find a way to betray his “master” and turn the situation to his own advantage.

If you want to strengthen the Black Paladin, perhaps to turn him into more of a “master villain” or character capable of taking on an entire PC team, you can increase his defense, give him more spells and abilities, or perhaps provide him with a dragon (or other fell beast) as a steed. If you do the latter, also provide him with the *Lance Of Unvanquished Pain*, a spear-like weapon that inflicts intense agony (Drain DEX with a long recovery period) if it draws so much as a drop of blood.

To weaken the Black Paladin, get rid of his Teleportation, remove

some of his spells, reduce his sword’s HKA to 1d6 (or remove the sword altogether, or at least take away its Transform power), reduce Crusher Of Hope to an HA +6d6, and take away or weaken his Danger Sense.

As a Hunter, the Black Paladin is a cold and implacable foe. With military precision, he spies out his enemy’s ways and strengths, then strikes at his moment of greatest vulnerability. Attacking the hero in a public place, where there are lots of innocents to menace or use as hostages, is another favorite tactic.

Appearance: The Black Paladin wears finely-crafted black plate armor and matching helm, with a blood-red surcoat and cape and Eater Of Souls usually in a scabbard at his left hip. In his right hand he typically carries Crusher Of Hope, and in his left he has a shield with his device, a crow sinister, emblazoned upon it.

Giles de Morphant (or “John Black” as he’s normally known in this time) is a tall, well-muscled, dark-haired man with dark eyes and a short, well-trimmed black beard. Even in his civilian identity he has a certain malevolent air that puts people off.

The BLACKEST Heart?

‘There’s no question of the Black Paladin’s evil; he’s cruel and merciless. But I can sense something more to him. Deep down, so deep even he is unaware of it, I think there’s a tiny spark of the true nobility and honor of a knight — the qualities Arthur’s knights, whom he professes to hate so much, possessed in such great measure. Maybe his evil grows, in part, from a frustrated desire to be better than the role circumstances cast him in.’

‘Can anyone ever reach this “better person” inside him? I doubt it. He’s been too evil for too long to change now. But they say that while life remains, so does hope...’

— *Witchcraft of the Champions*



BLOWTORCH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 18 PD (12 rPD)
6	ED	2		Total: 18 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	3		Total Characteristics Cost: 91

Movement: Running: 7"/14"

Cost Powers END

78	<i>High-Tech Flamethrower:</i>	Multipower, 67-point reserve, 125 Charges for entire reserve (+¾); all OIF (-½)	[125]	
4u	1) <i>Concentrated Firestream:</i>	RKA 3d6, Armor Piercing (+½); OIF (-½)		
3u	2) <i>Fireball:</i>	RKA 3d6, Explosion (+½); OIF (-½), Requires 3 Charges Per Use (-½)		
3u	3) <i>Rapid-Fire Mini-Fireballs:</i>	RKA 1d6, Armor Piercing (+½), Area Of Effect (One Hex; +½), Autofire (5 shots; +1½); OIF (-½), Requires 2 Charges Per Use (-¼)		
2u	4) <i>Cone Of Fire:</i>	RKA 2d6, Area Of Effect (7" Cone; +1); OIF (-½), No Range (-½), Requires 3 Charges Per Use (-½)		
3u	5) <i>Fuel Stream:</i>	RKA 1d6, Armor Piercing (x2; +1), Continuous (+1), Uncontrolled (removable by any means that snuffs the fire; +½), Reduced Endurance (0 END; +½); OIF (-½), Limited Range (10"; -¼), Requires 3 Charges Per Use (-½)		
17	<i>Mini-Incendiary Grenades:</i>	RKA 2d6, Explosion (-1 DC/2"; +¾); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)	[6]	
20	<i>Flamethrower Mastery:</i>	Find Weakness 11- with High-Tech Flamethrower Multipower	0	
	<i>Martial Arts: Generic</i>			
	Maneuver	OCV DCV	Notes	
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Punch	+0	+2	5d6 Strike
30	<i>Armored Costume:</i>	Armor (12 PD/12 ED), Hardened (+¼); OIF (-½)	0	
2	<i>Fast Runner:</i>	Running +1" (7" total)	0	
3	<i>IR Mask Lenses:</i>	Infrared Perception (Sight Group); OIF (-½)	0	

Skills

12	+4 with High-Tech Flamethrower Multipower
5	Accurate Sprayfire
5	Concentrated Sprayfire
3	Demolitions 12-

6	KS: Incendiary Weapons 15-
1	KS: The Military/Mercenary/Terrorist World 8-
1	KS: PRIMUS 8-
2	KS: The Superhuman World 11-
2	KS: U.S. Army 11-
3	Mechanics 12-
2	PS: Soldier 11-
5	Rapid Attack
5	Rapid Autofire
3	Security Systems 12-
5	Skipover Sprayfire
3	Stealth 13-
4	WF: Small Arms, Flamethrowers, Grenade Launchers
15	Weaponsmith (Firearms, Incendiary Weapons) 18-

Total Powers & Skills Cost: 258

Total Cost: 350

200+ Disadvantages

25	Hunted: Champions 11- (Mo Pow, NCI, Capture)
25	Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Psychotic Pyromaniac; Loves To Watch People And Things Burn (Common, Total)
20	Reputation: supervillainous arsonist, 14- (Extreme)
15	Social Limitation: Secret Identity (Perry Johnson) (Frequently, Major)
25	Susceptibility: to having his fuel tank ruptured by an attack that can ignite its fuel, takes 2d6 per Segment until he can douse the flames (Uncommon)
20	Experience Points

Total Disadvantage Points: 350

Background/History: Perry Johnson got his start as a pyromaniac early. As a child, he frequently started small fires just for the fun of watching them burn, and chased after fire trucks on his bike to see the towering sheets of flame as beautiful, precious fire claimed another tribute in the form of an office building or home. Even today he often spends his "recreation time" listening for reports of fires and driving over to watch his "good friends" in the Fire Department at work.

After high school, Perry joined the Army, hoping to have the chance to learn about and use incendiary weapons. He got his chance, and after he helped test some new models the Army was experimenting with, he made some insightful and useful suggestions to the development team.

Then the MPs caught him setting a little fire in the mess hall late one night. Despite his protestations that he'd *found* the fire and was trying to put it out, he was court-martialed and dishonorably discharged. Disconsolate, he obtained a job as an arson investigator for an insurance firm, but that didn't work out — he only got involved with fires after they happened. He saw the aftermath, but not the birth or the flowering, and he couldn't stand that.

Finally, Perry's pyromania reached the point where he realized he should be *setting* the fires, not

BLOWTORCH PLOT SEEDS

After stopping one of Mechanon's schemes, the PCs are left with a big pile of dangerously toxic waste and no way to dispose of it. The government says a hot enough fire, using the right kinds of exotic fuels, could incinerate it cleanly and safely. Unfortunately, they don't have an incendiaries expert anywhere near as good as Blowtorch, who's currently in an asylum for the criminally insane. If the PCs arrange for Blowtorch to be released into their custody, with the promise of special considerations if he helps with this job, can he behave himself long enough to do a good deed for once in his life... or will he find a way to turn the tables on the heroes and escape?

A string of unusual, and oddly colorful, fires destroys several buildings in Millennium City. Blowtorch is the obvious suspect, but when captured he claims, with regret, that "this wonderful work" is not his own. He offers to use his unique insight into the arsonist's mind to help the PCs track the perpetrator down — but so he can ditch the heroes and team up with the other arsonist!

During a battle, Blowtorch's tank is ruptured and explodes, engulfing him in flames from his new, experimental fuel mixture. Somehow a miracle happens — he doesn't die, he gains fire powers! Now he can *really* show the world the beauty of fire. Use Feuermacher's character sheet (page 71), but make Blowtorch two to three times as powerful.

just watching them. That way he was sure to be in on all the glorious action! He snuck back onto the Army base where he'd been stationed, broke into the laboratory, and stole one of the experimental flamethrowers and some other equipment. A wave of destructive building fires soon announced that Blowtorch had arrived on the supervillain scene.

Personality/Motivation: Blowtorch is a psychotic pyromaniac who loves to watch things burn — including people. Anything that feeds his beloved flames is acceptable as fuel. The screams and smell of burning human flesh please him almost as much as seeing a towering skyscraper engulfed in flames from head to toe.

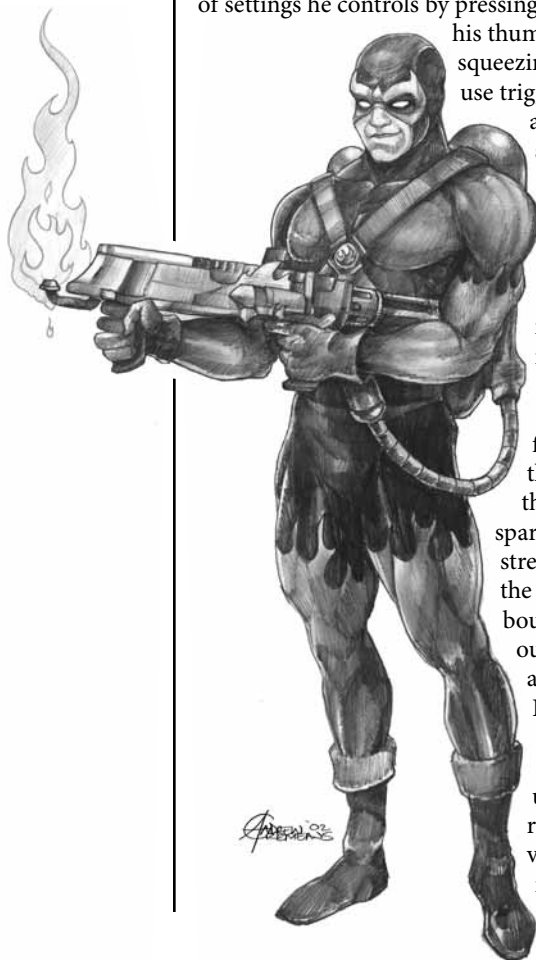
Blowtorch's affect and mood vary. When he's on a roll or succeeding at things (including combat), he tends to rhapsodize fire, shouting paeans of praise to it and even singing snatches of rock-'n'-roll songs that mention it. He'll giggle and caper, sometimes wasting a Phase for the sheer joy of it. If things aren't going so well, he tends to stare deeply into the flames, becoming morosely wrapped up in how wonderful they are. (In game terms, if things are going very well or very poorly for Blowtorch, the GM should have him make an EGO Roll; if he fails, he spends one Phase doing these things.)

Quote: "Blaze and burn, twist and turn, glorious fire, higher and higher!"

Powers/Tactics: Blowtorch uses a highly modified high-tech flamethrower. The weapon has a variety of settings he controls by pressing buttons with

his thumb or carefully squeezing the variable-use trigger. He can fire a concentrated stream of flame, larger balls or cones of flame, or a series of large gouts of flame. Perhaps most interestingly, he can soak a person in unburned fuel, then with the tiniest flick of the trigger, send a spark down the fuel stream to immolate the target. (This is bought as a Continuous Uncontrolled attack, with Reduced Endurance even though the Flamethrower uses Charges, to represent how the victim keeps burning until the fire is put out.)

The Flame-



thrower uses a special form of highly-concentrated jet fuel, but in a pinch, Blowtorch can fill the tank with ordinary gasoline to replenish his Charges (reduce each slot's damage by 1-2 DCs, or perhaps more, to simulate the lower-quality fuel). Unfortunately, the weapon can be as dangerous to Blowtorch as to his enemies. If it takes even a single BODY of damage past its defenses (DEF 23) from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing Blowtorch to take 2d6 damage every Phase (no defense) until the flames are extinguished.

In combat, Blowtorch normally relies on his Concentrated Firestream attack most of the time, switching to the others only when he can take out multiple targets or obtain some other tactical advantage — the other settings all use up fuel much more quickly. If he loses his flamethrower, he can fall back on his martial arts training.

Campaign Use: For the most part Blowtorch is a run-of-the-mill mercenary villain who hires himself out for jobs where he might have the chance to start fires. (This includes, of course, any arson job; he's a highly sought-after expert at those.) However, his pyromania puts an interesting spin on things; he may compromise his employer's mission if he can't resist the opportunity to start a little fire.

If Blowtorch isn't strong enough to stand up to the heroes in your game, give him some more incendiary weapons — maybe even ones built into his costume so they can't be taken away from him or destroyed easily. Some more Armor might help him, too. If he's too strong or dangerous, tone down his High-Tech Flamethrower until he's a viable, but not overwhelming, opponent.

Blowtorch doesn't have the presence of mind to Hunt heroes. He'd rather spend his time starting fires, watching fires burn, planning arson jobs, staring lovingly at the flames licking at the logs in his fireplace....

Appearance: Blowtorch wears a charcoal-grey costume with a dark orange "flame" design licking up his arms and legs from his boots and gloves. His half-face mask is also dark grey, with the flame-orange around the eyes. His flamethrower's fuel tanks are strapped to his back, and connect to the rifle via an armored hose.

Out of costume, Perry Johnson is a short (5'6") man of average appearance in his late 20s. He has sandy blonde hair, hazel eyes, and a runner's build. He usually carries a few cigarette lighters and has a nervous habit of flicking them on, staring at the flame for a couple of seconds, then flicking them off.



True EVIL

'The media often describes villains such as Takofanes, the Slug, or Dark Seraph as "the most evil being who ever lived," or something like that. But if that's true, what can you say about a man like Blowtorch, who sets children on fire for fun?'

— Ironclad of the Champions

BRAINCHILD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll 15-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	

6	PD	4		Total: 18 PD (12 rPD)
8	ED	4		Total: 20 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
6	REC	0		
56	END	10		
30	STUN	6		Total Characteristic Cost: 147

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers END

40	<i>Psionic Powers:</i> Multipower, 40-point reserve	
4u	1) <i>Brain Blast:</i> Ego Attack 2d6, Continuous (+1)	4
3u	2) <i>Mental Control:</i> Mind Control 4d6, Cumulative (48 points of effect; +¾)	3
3u	3) <i>Mind Games:</i> Mental Illusions 6d6	3
3u	4) <i>Telepathy:</i> Telepathy 6d6	3
3u	5) <i>Brain Scan:</i> Mind Scan 6d6	3
1u	6) <i>Brainlink:</i> Mind Link (any one mind)	0
3u	7) <i>Psychokinesis:</i> Telekinesis (10 STR), BOECV (+1)	3
25	<i>Molecular Destabilization Pistol:</i> Multipower, 50-point reserve; all OAF (-1)	
2u	1) <i>Partial Destabilization:</i> Energy Blast 10d6; OAF (-1), No Knockback (-¼), 12 Charges (-¼)	[12]
2u	2) <i>Disintegration:</i> RKA 3d6; OAF (-1), No Knockback (-¼), 12 Charges (-¼)	[12]
24	<i>Force Field Belt:</i> Armor (12 PD/12 ED); OIF (-½)	0
10	<i>Mindward:</i> Mental Defense (15 points total)	0
7	<i>Force Field Belt:</i> Power Defense (10 points); OIF (-½)	0
20	<i>Jetpack:</i> Flight 15"; OIF (-½)	3
6	<i>Communications Array:</i> HRRP; OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
3	<i>Nightsight:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Nightsight:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0

Skills

3	Computer Programming 15-
3	Electronics 15-
3	Inventor 15-
1	AK: Millennium City 8-
2	KS: Current Events 11-
3	KS: General Knowledge & Trivia 15-
2	KS: The Superhuman World 11-
2	KS: World Literature 11-

3	Security Systems 15-
3	Stealth 13-
3	Systems Operation 15-
3	Scientist
2	1) SS: Anthropology 15-
2	2) SS: Biology 15-
2	3) SS: Chemistry 15-
2	4) SS: Physics 15-
2	5) SS: Psychology 15-

Total Powers & Skill Cost: 203

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Enraged: if tricked, fooled, or out-thought (Uncommon), go 11-, recover 11-
20	Enraged: if insulted, belittled, or mocked (Common), go 11-, recover 11-
20	Hunted: VIPER 8- (More Powerful, NCI, Capture/Kill)
20	Hunted: UNTIL 8- (More Powerful, NCI, Capture)
20	Psychological Limitation: Intellectual Arrogance (Very Common, Strong)
15	Psychological Limitation: Inferiority Complex; Must Prove His "Superiority" (Common, Strong)
15	Psychological Limitation: Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Harold Jenkins) (Frequently, Major)

Total Disadvantage Points: 350

Background/History: Harold Jenkins can't remember a time when he didn't have mental powers. When he was in elementary school and junior high, he used them to keep bullies away from him — and he was already smart enough to conceal his powers while he did it. In high school he used his powers to get straight As, and girls, who couldn't withstand the force of his powers of mental domination. All in all, the good life.

Already well-versed in many scientific subjects due to his innate intelligence and interest in such matters, Harold didn't bother with college. Instead, he went straight out into the working world — or, more precisely, the working underworld, since he realized he could use his powers to get money the same way he'd used them to get girls. He arrogantly christened himself "Brainchild" and set about robbing banks. His first few robberies were an astounding success; he flashily mind controlled the guards and loudly demanded money from the tellers, who just handed it to him, after which he walked out the door. Then he tried to rob a bank when Alexander Caldwell (the Drifter of the Justice Squadron) happened to be nearby. A few minutes later, the Drifter was posing heroically for the cameras and giving a post-battle interview while Brainchild was being taken by emergency vehicle to the nearest mental ward.

Humiliated and badly injured, Harold began to rethink his approach. He didn't like pain — in fact, he absolutely loathed it — and had little interest in getting

BRAINCHILD PLOT SEEDS

Brainchild thinks he's located one of Dr. Destroyer's secret bases, not far from Millennium City. He *knows* the Doctor understands Psionic Engineering. If he could only figure out a way to sneak in there and tap into his computers.... Hmmm, what if he manipulated the PCs into distracting Destroyer long enough for him to find out what he needs to know?

Brainchild decides it's time to avenge his first, and greatest, defeat by destroying the Drifter. Given the Drifter's weird extradimensional powers, that's going to require a big, powerful variant of his Molecular Destabilization Pistol. Building a big, powerful variant of his Molecular Destabilization Pistol is going to require lots of parts and classified data from various defense contractors and cutting-edge research laboratories. Time for some burglaries.

Brainchild wants to begin assembling an art collection — starting with the valuable Impressionist paintings at the prestigious DeWitt Museum of Fine Art. The PCs have to figure out that he's planning a caper at the Museum, determine what he's after (since it contains hundreds of valuable objects), and then stop him without damaging anything.

involved with the usual sorts of battles people with superpowers seemed to participate in. He could make more money by using his mental and scientific talents to supply the underworld with goods and services. That would be nice, safe, and profitable.

After his mind had recovered from the Drifter's powers, and his body had healed, Brainchild served the rest of his term, was released, and then simply vanished. For a while he went to work for VIPER, but that turned out badly; no one there recognized his inherent brilliance, and his inability to follow orders or get along with his lab-mates led to a rather abrupt parting of the ways in which Brainchild walked off with several gigabytes of valuable VIPER data. Now UNTIL and other law enforcement agencies are looking for him because he violated the terms of his parole, and VIPER wants to kill him and get its data back. But he's smarter than all of them put together, and intends to stay far away from jail — or the business end of any VIPER blasters.

Personality/Motivation: For a mentalist, Brainchild is a relatively normal guy. All he asks out of life is to be left alone to accumulate as much money as possible so he can live like a king. The fact people want to stop him from doing this

because he steals the money annoys him considerably. The way he sees it, he's entitled to some money, since he doesn't use his mental powers to conquer the world or anything, like Menton and those *other* villains. He's doing the world a favor, and he ought to be compensated for it.

Brainchild's goal as a criminal is to amass as much wealth as possible. He has very expensive tastes he likes to indulge; whenever possible, he lives in expensive hotel rooms and penthouses, eats the best food, drink the finest wines, and dates the most beautiful women (whether they'll date him of their own free will or not). If he doesn't have money, you can bet he's scheming to get some, somehow. If he ever hit a *really* big score, he would probably retire from crime — at least until the money ran out.

Quote: "I think I've got just the thing for you..."

Powers/Tactics: Brainchild is a mentalist with an average range of low-strength mental abilities. However, he tends to make his money with his talents as an electronics wizard and inventor — he supplies other criminals with gadgets or advice to help their crimes run better. Occasionally he hires himself out to help criminal groups; he does still commit a few crimes on his own, but they tend to be very low-risk ones.

Brainchild is a coward, though not an abject one.

His fight with the Drifter taught him just how painful superpowered combat can be, and he has no desire to repeat the experience. He'll run rather than fight if confronted by superheroes. The only exception to this is that he absolutely cannot stand to be insulted or taunted; it brings back unpleasant memories of his childhood as an "egghead." He's likely to turn on anyone throwing insults at him and try to teach him a lesson.

Coward or not, Brainchild is a criminal, and can display a rather vicious streak. He will make sneak attacks or use "dirty blows" to gain a quick advantage, and he loves to torment his enemies when they're down (or to take unpleasant forms of revenge on them if they hurt or capture him). Superheroes who approach him simply as a cowardly little gadgeteer are in for a surprise.

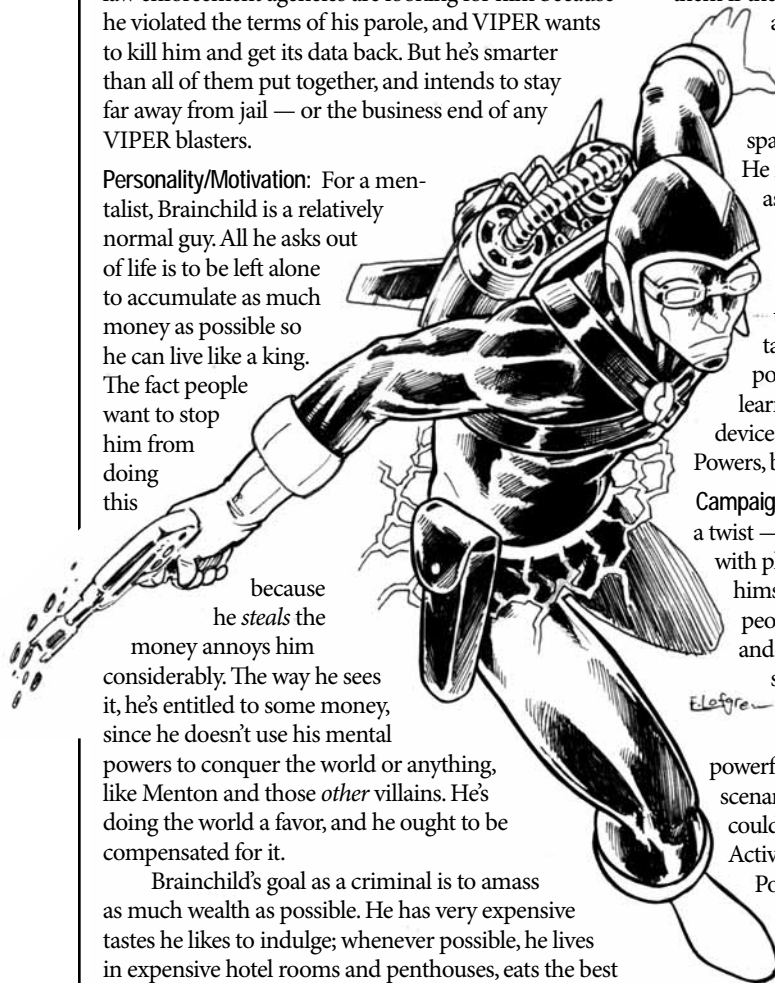
Brainchild usually carries a large selection of gadgets (and sometimes the spare parts with which to build other gadgets). He is really more dangerous as a gadgeteer than as a mentalist, a fact his enemies sometimes forget. His favorite gadget is his Molecular Destabilization Pistol, which cancels the bonds between molecules, with effects up to and including total disintegration of the target. (He plans to increase the weapon's power soon.) He would desperately like to learn SS: Psionic Engineering so he can build devices into his helmet that augment his Mental Powers, but so far those secrets elude him.

Campaign Use: Brainchild is a mercenary villain with a twist — one who'd rather supply equipment or help with planning a crime than carry out the crime himself. He could easily get mixed up with some people too powerful or evil for his own comfort, and need to turn to the PCs for help. Or, with some minor changes to his *modus operandi*, you could make him a member of GRAB.

If you want Brainchild to be more powerful (perhaps so he can serve as the focus of a scenario), give him a Gadget Pool. Alternately, you could boost his *Psionic Powers* Multipower to a 60 Active Point reserve, and all the slots to 40 Active Points or more. (You could also let him learn SS: Psionic Engineering and enhance his *Psionic Powers* with gadgetry.) If he's too powerful or capable for your PCs, get rid of some of his gadgets.

Brainchild won't bother to Hunt heroes; it's a waste of his time. The only reasons he'd change his mind is if he thinks a hero has data on Psionic Engineering, or if a particular hero repeatedly triggers his Enrageds.

Appearance: Brainchild is an average-looking Caucasian man in his early 30s, about 5'10" tall with short, dark brown hair. He wears a dark blue jumpsuit sort of costume, with orange-red boots, belt, and gloves. The belt is clearly a high-tech gadget (it generates a force field), and attached to it on the right hip is an orange-red holster holding his Molecular Destabilization Pistol. On his back he wears an orange-red jetpack, and on his head there's an orange-red open-face helmet with goggles.



BULLDOZER

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 12.5 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
24	PD	14		Total: 24 PD (14 rPD)
24	ED	18		Total: 24 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
20	REC	8		
60	END	0		
70	STUN	10		Total Characteristics Cost: 199

Movement: Running: 10"/20"

Cost	Powers	END
12	<i>Supertough Skin:</i> Hardened (+¼) for 24 PD, 24 ED	0
17	<i>Supertough Skin:</i> Damage Resistance (14 PD/14 ED), Hardened (+¼)	0
30	<i>Ha! You Think Your Stupid Attack Can Hurt Me?:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
8	<i>Strong Legs:</i> Running +4" (10" total)	1

Skills

15	+3 HTH
2	KS: Motorcycles 11-
2	KS: Professional Wrestling 11-
1	KS: The Superhuman World 8-
2	PS: Construction Worker 11-
2	TF: Construction And Agricultural Vehicles, Two-Wheeled Motorized Ground Vehicles

Total Powers & Skills Cost: 91

Total Cost: 290

200+ Disadvantages

20	Enraged: if mocked or not taken seriously (Very Common), go 11-, recover 14-
25	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Relentlessly Macho; Thinks He's God's Gift To Women (Very Common, Strong)
10	Psychological Limitation: Arachnophobia (Fear Of Spiders) (Uncommon, Strong)
15	Social Limitation: Public Identity (Brad Powers) (Frequently, Major)

Total Disadvantage Points: 290

Background/History: "Ladies and gentlemen... the all-time wrestling champion of the world... undefeated in over three hundred matches... the holder of all heavyweight belts and titles... BULLLLLL-DOZER!"

As the roar of the crowd built to a crescendo, louder even than the "Rock You Like A Hurricane" blaring from the speakers, the champion himself

stepped out into the arena, and the cheers got even louder. Tall, broad-chested, devilishly handsome, incredibly muscled, he lifted the ropes and stepped into the ring.

"Outta my way, you... PATHETIC... loser!" he said, shoving the announcer to the side as he grabbed the microphone. "Hey, people! It's great to be here tonight in Nashville!" More cheers from the hometown crowd.

"I bet you're all wonderin' how it is that Bulldozer got to be the biggest, baddest, toughest, meanest, strongest wrestler the world has ever seen! All these other jabronies here tonight would love to know my secret, but since there's no way they'll ever be as good as me, I'll tell you!

"I used to be an ordinary guy, like all'a you. I worked construction, drivin' — you guessed it — a bulldozer! And no one was as good at bulldozin' as me!

"One day my crew and I were cleaning up the wreckage of one of these supervillain labs. You know the kind of guy — a pencil-neck geek in a labcoat who couldn't get a woman on his best day, sitting around designing killer robots. Well, I spent all day bulldozing that junk, and I guess there must've been something weird left lying around that those tight-wearing pansy superheroes didn't find — some radioactive crap or a mutant virus or something.

"I spent all day — *all day* — bulldozing that stuff around. Any stupid magazine tells you otherwise is lying! No one makes Bulldozer quit, no one! When my eight hours were done, I got down off the 'dozer and headed over to the bar to have a few brewskis. Yeah, that's right, beer! None of those fancy wine coolers or stupid umbrella drinks those heroes drink; I drink a man's drink — beer!" More cheering from the crowd. He paused to let the roar die down a little.

"So here I am, driving home on my Harley, and this woman in this beat-up old station wagon comes across the yellow line and slams into me! I know those magazines say I was the one who lost control, but they're WRONG! Bulldozer NEVER loses control! I can ride better and fight better than any Hell's Angel! She was checking out my fabulous form and stopped watching the road, that was what happened!

"So, the impact knocked me and my hog into this tree. Any other guy would've been dead as disco, but Bulldozer DON'T KILL THAT EASY! I wasn't even knocked unconscious! The police say different, but they're liars! They're just jealous of this amazing bod of mine!" More cheers, mostly from women this time. He already had three women coming up to his hotel room later, but there were a few more in the crowd who were going to get an invitation. And no woman ever turned down the 'Dozer!

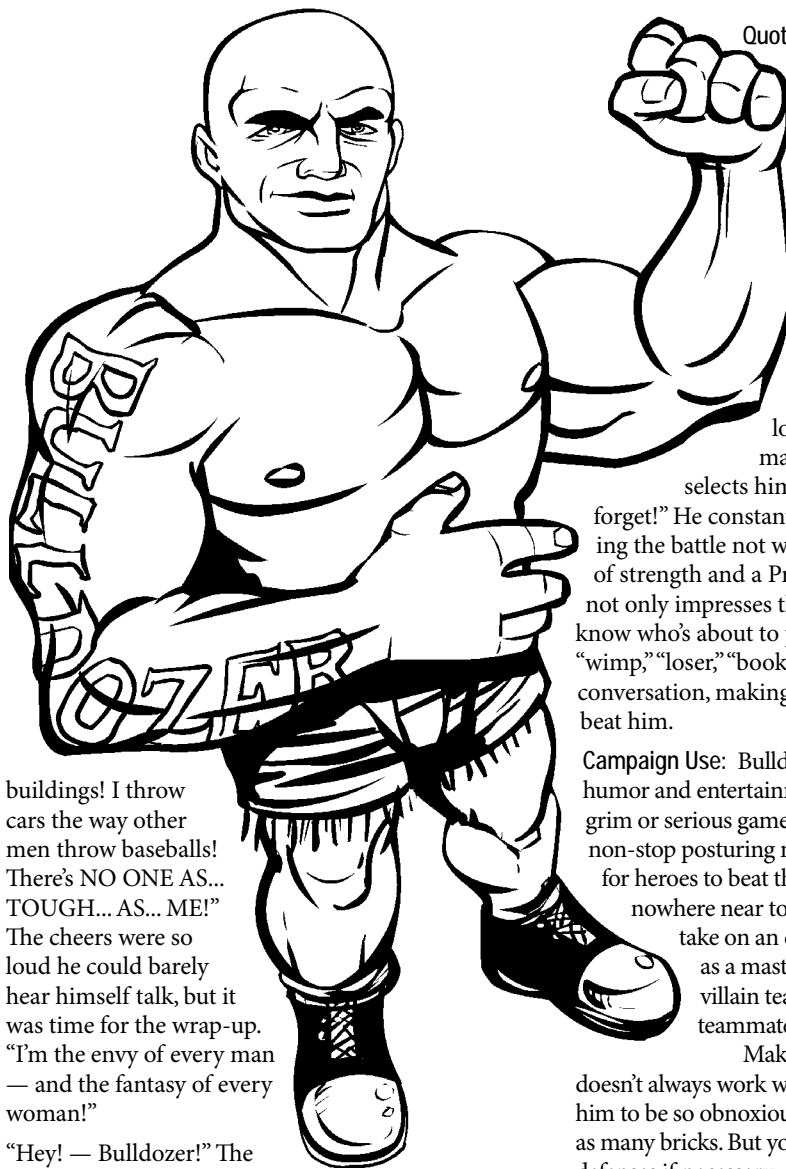
"I got sick of lying there, so without thinkin' I pried apart what was left of my bike and walked away. I was ALWAYS strong and tough, but now I was the strongest, toughest guy there ever was! I crush

BULLDOZER PLOT SEEDS

The villain whose lab Bulldozer was cleaning up when he got his powers gets in touch with him and offers to increase his strength. Always willing to be stronger and tougher, Bulldozer takes him up on it. Now he really *is* as tough as he thinks, which may cause problems for heroes who consider him a joke and try to fight him accordingly.

Bulldozer plans to "crash" the Miss Planet beauty pageant, since he knows all those hot-lookin' women have a thing for him. The PCs have to prevent him from ruining the event, hopefully without damaging the sets too much or hurting any of the women.

Bulldozer decides to teach the "wimps" at *SuperWorld Magazine* not to print "lies" about him. He smashes his way into their offices to bust a few heads. Fortunately, one of the heroes happens to be there for an interview.



buildings! I throw cars the way other men throw baseballs! There's NO ONE AS... TOUGH... AS... ME!" The cheers were so loud he could barely hear himself talk, but it was time for the wrap-up. "I'm the envy of every man — and the fantasy of every woman!"

"Hey! — Bulldozer!" The sound of a nightstick on the bars of his cell brought him back to reality. Guard Kowalski wanted something.

"Hey there, sweet thing; you finally ready to spend some time with a real man?"

"Shut up, you pig. Get ready; you're being transferred to the Class C ward; we need this maximum-security cell for someone who's actually dangerous."

Personality/Motivation: Bulldozer is one of the most overbearing, obnoxious villains in the Superhuman World. He thinks he's the strongest, toughest, most unbeatable guy there is, despite the fact he's almost never won a fight against another super-strong person. His ambition is to be the greatest pro wrestling villain ever, and he acts like it; he desperately hopes someone will start a superhuman wrestling league so he can prove just how good he is.

Bulldozer is relentlessly macho, insulting anyone weaker than him ("wimps") and coming on to any woman who's even remotely attractive ("They all want a piece of the 'Dozer"). He doesn't take women seriously at all, even superheroines. The first time a female superhero hits him in HTH Combat, he may take extra damage from the shock — though he'll quickly bounce back to "put her in her place."

Quote: "You think you can take me on, wimp?!?? Get ready to feel what pain is really like!"

Powers/Tactics: Bulldozer is a classic "brick," with superhuman strength and resistance to injury. If he's ready for the impact, he can bounce the most powerful attacks off his super-tough skin. That's about all he's got going for him.

In combat, Bulldozer looks for the biggest, toughest male on the opposite side and selects him for "a beating he'll never forget!" He constantly talks trash, often opening the battle not with a punch but with a feat of strength and a Presence Attack — that way he not only impresses the ladies, he lets the other guy know who's about to pulp him. Insults like "geek," "wimp," "loser," "bookworm," and "dweeb" pepper his conversation, making it all the more enjoyable to beat him.

Campaign Use: Bulldozer works best as a source of humor and entertainment, particularly in otherwise grim or serious games. His overinflated ego and non-stop posturing make it all the more satisfying for heroes to beat the daylights out of him. He's nowhere near tough or competent enough to take on an entire superteam; he works best as a master villain's hireling or part of a villain team (though who'd want to be teammates with him remains a mystery).

Making Bulldozer more powerful doesn't always work well, because it's more fun for him to be so obnoxious even though he's not as strong as many bricks. But you can easily boost his STR and defenses if necessary, and perhaps even give him some "brick trick" abilities (though nothing too sophisticated or requiring any finesse). Making him weaker involves reducing his STR and defenses.

Bulldozer often Hunts heroes — mostly super-strong ones who've beaten him, so he can get "a rematch" — but not very effectively. He simply confronts them in public, again and again, always convinced when he loses that "the wimp cheated!" and that *next* time he'll show him who the toughest man is.

Appearance: Bulldozer is a big guy — about 6'5" tall — with the broad shoulders and the extraordinarily well-developed musculature of a super-strong human. He shaves his head, and has the word "BULLDOZER" tattooed down his right arm. He usually wears nothing more than cut-off jeans and workboots — after all, he knows how much women enjoy the unobstructed view of his rippling muscles.

Clueless?

' "The fantasy of every woman?" Have you looked in the mirror lately?'

— *Sapphire of the Champions*



CAPTAIN CHRONOS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	

6 PD 4 Total: 39 PD (33 rPD)
 6 ED 2 Total: 39 ED (33 rED)
 5+3 SPD 20+20* Phases: 3, 5, 8, 10, 12/2, 3, 5, 6, 8, 9, 11, 12

10 REC 8
 40 END 0
 30 STUN 5 **Total Characteristics Cost: 145**
 *: OIF (chronosuit; -½)

Movement: Running: 6"/12"
 Teleportation: 30"/60"

Cost Powers END

75	<i>Temporal Manipulation Powers:</i> Multipower, 112-point reserve; all OIF (chronosuit; -½)			
7u	1) <i>Temporal Acceleration:</i> RKA 1½d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); OIF (-½)		0	
7u	2) <i>Temporal Disharmony:</i> Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Continuous (+1), Reduced Endurance (0 END; +½); OIF (-½)		0	
7u	3) <i>No Sleep 'Til Brooklyn:</i> Energy Blast 9d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1), Reduced Endurance (0 END; +½); OIF (-½)		0	
7u	4) <i>Age Manipulation:</i> Major Transform 4d6 (anything into older/younger/newer version of itself; heals via the application of any chrontal manipulation power), Improved Result Group (+¼), Reduced Endurance (0 END; +½); OIF (-½)		0	
7u	5) <i>Temporal Ambush:</i> Energy Blast 10d6 (physical), Indirect (+¾), Reduced Endurance (0 END; +½); OIF (-½)		0	
5u	6) <i>Fast Time Bubble:</i> Aid SPD 7d6, Ranged (+½), OIF (-½), Recipient Must Spend 2 END Per Point Of Extra SPD Used While Aid Remains In Effect (-½)		0	
7u	7) <i>Slow Time Bubble:</i> Drain SPD 5d6, Ranged (+½), Reduced Endurance (0 END; +½); OIF (-½)		0	
1u	8) <i>Stop Time Bubble:</i> Entangle 1d6, 1 DEF, NND (defense is temporal/dimensional manipulation powers, see text; +1), Takes No Damage From Attacks (+½); OIF (-½), Costs Endurance To			

	Maintain (-¼), Increased Endurance Cost (x5 END; -2)	10
7u	9) <i>Rapid Healing:</i> Simplified Healing 9d6, Reduced Endurance (½ END; +¼); OIF (-½)	4
47	<i>Time Shift Field:</i> Force Field (20 PD/20 ED), Hardened (+¼), Reduced Endurance (0 END; +½); OIF (-½)	0
60	<i>Time Travelling:</i> Multipower, 90-point reserve; all OIF (chronosuit; -½)	
5u	1) <i>Time Travel:</i> Extra-Dimensional Movement (any date or place in time), x4 Increased Mass; OIF (-½)	6
6u	2) <i>Rapid Transit:</i> Teleportation 30", Reduced Endurance (0 END; +½); OIF (-½)	0
4u	3) <i>Walkin' To Jerusalem:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Reduced Endurance (0 END; +½); OIF (-½)	0
4	<i>Gone Out For Food:</i> Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1); OIF (-½)	0
42	<i>Chronogoggles:</i> Precognitive and Retrocognitive Clairsentience (Sight and Hearing Groups), Reduced Endurance (0 END; +½); OIF (-½), Precognition/Retrocognition Only (-1)	0
17	<i>The Best Omnichronometer Ever Made:</i> Detect Time 25- (no Sense Group), Discriminatory, Analyze; OIF (-½)	0
6	<i>The Best Omnichronometer Ever Made:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Talents

3	<i>Timesense:</i> Absolute Time Sense
21	<i>Chronogoggles:</i> Danger Sense (immediate vicinity, out of combat, Sense) 18-; OIF (-½)
3	<i>Fast Math:</i> Lightning Calculator
30	<i>Split-Second Time Shift:</i> Lightning Reflexes: +20 DEX to act first with All Attacks
8	<i>Fast Reading:</i> Speed Reading (x1000)
13	<i>Linguistic Training:</i> Universal Translator 13-; Earth Languages Only (-½)

Skills

12	<i>Chronogoggles Picture-Within-A-Picture:</i> +5 DCV; OIF (-½), Requires A Danger Sense Roll (-½)
15	+5 with Temporal Manipulation Powers
3	Combat Piloting 13-
3	Computer Programming 13-
15	Cramming (x3)
3	Electronics 13-
15	KS: Earth Culture 1970-2020 25-
10	KS: History 20-
3	KS: The Superhuman World 13-
3	PS: Watchmaker 13-
3	SS: Physics 13-
3	SS: Dimensional Physics 13-
8	SS: Temporal Physics 18-
3	Stealth 13-

CAPTAIN CHRONOS PLOT SEEDS

Captain Chronos comes to the PCs, asking that they help him round up every Gemini in the city, take them to the local stadium, and keep them there for 2.509271934 days. "Dammit, there's no *time* to explain why — literally! Just do it, OK?"

Captain Chronos starts to attack every mall in the city, seemingly trying to destroy them with high-powered explosives. What's he up to?

Captain Chronos shows up to help VIPER fight the PCs, and refuses to say why. What's going on?

- 3 Systems Operation 13-
- 3 Teamwork 13-

Total Powers & Skills Cost: 504

Total Cost: 649

200+ Disadvantages

- 15 Distinctive Features: discomfiting “aura” (Not Concealable; Noticed And Recognizable)
- 25 Hunted: the Time Elemental Entropus 11- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Must Save Reality (Common, Total)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Scientific Curiosity (Common, Moderate)
- 15 Social Limitation: Secret Identity: Prof. Tempus Carlson (Frequently, Major)
- 15 Susceptibility: to being Teleported or moved through time by someone else, takes 3d6 damage instantly (Uncommon)
- 20 Vulnerability: 2 x Effect from Drains (Common)
- 289 Experience Points

Total Disadvantage Points: 649

Background/History: Suddenly, there was a blinding flash! — and then a funny-looking man in a silver lamé jumpsuit was standing in the middle of the street, where no one had been before.

He stood there for a few seconds, looking all around him while passersby gawked. Some laughed, but he didn't pay any attention. Then he took a careful look at some gizmo he had on his left arm. “Perfect!” he exclaimed. “2002, just as planned. I only hope I'm not too late...” And then he vanished, as if he'd never been there.

Personality/Motivation: Captain Chronos *claims* to be from the future — the very distant future, thousands of years from the present day. According to what he's told both heroes and reporters, he's come back in time (or been sent back) “to prevent the collapse of the time-stream and save all reality.” He refuses to say any more, claiming that if he gives people from this time-frame too much information, it could have “a negative effect on history.”

Though most people think he's simply a nut, he's not lying. He *is* from the future, and he *did* come back to save reality. In his time, it's well-known that an early twenty-first century disaster involving superpowered humans wrecked Earth's time-stream so badly mankind was nearly wiped out — it took centuries for humanity to recover.

He's also correct when he says he can't tell anyone about his mission, for two reasons. First, he's not entirely sure what his mission *is*. Due to the devastation, historical records from this time period are spotty, so he's not aware of exactly what caused the collapse of reality. He suspects either Dr. Destroyer or Mechanon is somehow involved, but he's simply got

to find out for himself. Second, giving people glimpses of their own future could change that future, and that could be the cause of the whole problem. So, Captain Chronos often ends up having to do things that seem weird, mysterious, or even criminal or evil — but with the best of intentions, and for the best of reasons. He just can't tell anyone *why* he's doing them.

As a scientist/historian, Captain Chronos has a strong streak of scientific curiosity, and this sometimes sidetracks him in the middle of an adventure — he's fascinated by the things he sees and people he meets, and sometimes can't resist learning more: “Hey, you're Ironclad! Wow, it's great to meet you. I've read all about you in my history books!” He often starts to describe a famous event from another person's life, realizes that event hasn't happened yet, and stops halfway through a sentence. People who spend a lot of time around him may soon find this a little annoying.

Given the precision with which he times everything he does, Captain Chronos gets really annoyed with people who are habitually late, or who dawdle. He's got things to do, and doesn't want someone who doesn't understand what's at stake wasting his time. He often gives people like that advanced chronographs of his own making, programmed to beep them with reminders when *he* wants them to be somewhere or do something.

Quote: “Wow, that was great! It was just like the time you beat Firewing with... oh, wait, hasn't happened yet. Never mind!”

Powers/Tactics: Captain Chronos wears a *Chronosuit* which gives him the ability to manipulate the passage of time. Besides giving him the power to travel through time (Extra-Dimensional Movement), this allows him to achieve many other effects, such as:

Temporal Acceleration: *Captain Chronos accelerates a person through time so rapidly the victim ages, withers, and eventually dies/collapses.*

Temporal Disharmony: *Captain Chronos “jerks” the target backward and forward through time, stressing the target's system to the point where he passes out.*

No Sleep 'Til Brooklyn: *Captain Chronos rapidly accelerates the target through time for about a day, until the target is too sleepy to remain awake.*

Age Manipulation: *Captain Chronos reverses or accelerates the flow of time around a person or object, making it younger or older.*

Temporal Ambush: *Captain Chronos stops time throughout reality, puts a big physical object (like a rock) over his target's head, slightly redirects an attack or moving object, or otherwise puts his target in harm's way. Then he returns to where he was standing and starts time again. The rock falls (or the like), hurting the target. To the target and everyone else, it's as if the rock appeared out of nowhere to fall on him!*

Fast Time, Slow Time Bubbles, Rapid Healing: *Captain Chronos can put a person in a bubble of fast time (to make him move much more quickly, though this tires the subject out quickly) or slow time (to keep him from moving at his normal speed). He can also put someone in a bubble of fast time so they heal from their injuries in the blink of an eye.*

Stop Time Bubble: *Captain Chronos can put the target in a bubble of stopped time, preventing him from moving or doing anything. Only people with temporal or dimensional manipulation powers can escape until Captain Chronos chooses to disperse the bubble. [Designer's note: this is bought as an NND Entangle, which is an egregious rules violation — but it's all in the sake of fun. If you don't want to open up this can of worms, though, just ignore this attack.]*

Rapid Transit: *Captain Chronos stops time throughout reality, walks up to 30" from where he started, and then starts time again. To others, he seems to have vanished from his starting point, and reappeared instantly at his destination.*

Walkin' To Jerusalem: *Captain Chronos stops time throughout reality, walks across Earth to get to wherever he wants to go, and then re-starts time. If he wants to cross the ocean, he selectively reverses time around Earth until he reaches the point where the continents are joined together, walks to where he wants to be, and then fast-forwards time back to the present day.*

By manipulating time, Captain Chronos can also perform incredibly fast mathematical calculations, move before anyone else in combat, and so forth. Many of Captain Chronos's powers won't work against someone who also has temporal manipulation powers, or dimensional manipulation powers (such as many forms of Teleportation).

Additionally, Captain Chronos wears two important gadgets. The first is his *Chronogoggles*, which allow him to view the past or the future without actually having to travel there. In his spare time he uses them, in conjunction with his HRRP, to watch episodes of classic TV shows on the date they were originally broadcast. Through their precognitive function, the Chronogoggles let him perceive, and thus avoid, dangerous situations just about to occur. The second is his Omnichronometer, the most advanced and accurate timepiece ever created. It not only tells him what time it is right now, it tells him what point in time he's at in the entire timestream, can keep track of the time between or until multiple events, and so on. Even though the Captain is naturally attuned to the basic passage of time, the Omnichronometer is invaluable to him.

In combat, Captain Chronos is a reasonably effective fighter. Not only does his unusual set of powers give him plenty of attack options, he can use Fast Time to make his allies even more dangerous than normal. His Time Shift Field (which advances everything inside it by about a picosecond, creating

a nearly impenetrable protective barrier) protects him from counterattack. He typically uses Temporal Ambush, Slow Time, Fast Time, and Stop Time the most, saving his more unusual attacks for unusual circumstances.

Because he's not from this time period, there's something subtly "wrong" about Captain Chronos, even when he's in his Secret Identity. Most people notice this discomfiting feeling, though they can never explain exactly what it is.

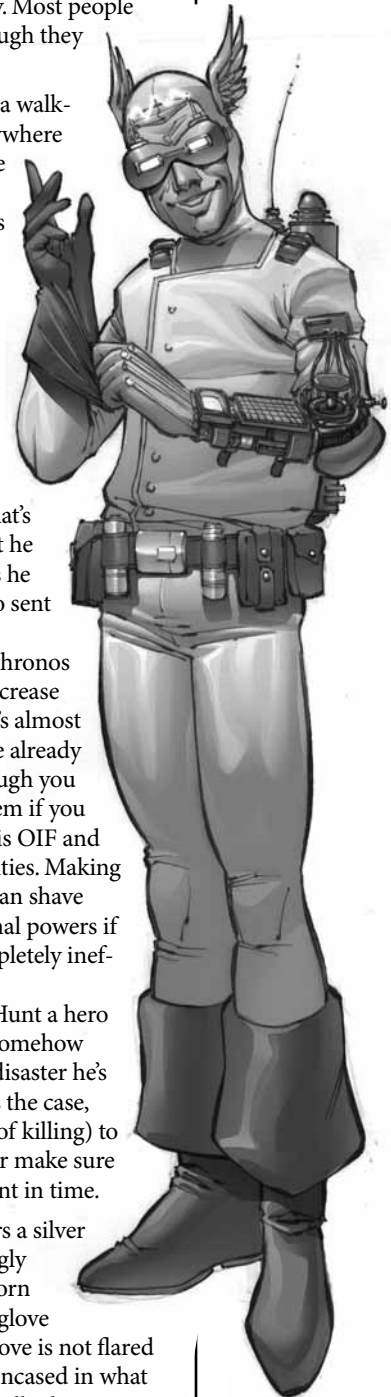
Campaign Use: Captain Chronos is a walking plot device. He can show up anywhere and do just about anything. Since he has to keep his motives mysterious, he's likely to clash with the heroes as much as help them — "Hey, why's Chronos all of a sudden trying to kidnap the Senator?" Since he *can't* explain why it's *crucial* to reality that the Senator be elsewhere in 3.729571846 hours, he ends up looking like a villain.

Then there's the whole issue of what the seemingly lunatic Captain is doing in this timeframe at all. What's this big, cosmically-important event he keeps vaguely alluding to? Why was he sent back in time to stop it, and who sent him?

If you need to make Captain Chronos more powerful, the best way is to increase the strength of his defenses until he's almost impossible to hurt — his powers are already effective (and strange) enough (though you could add some Active Points to them if you wanted). You could also get rid of his OIF and turn all his powers into natural abilities. Making him less effective is tricky, but you can shave some points off of his various chonal powers if you take care not to make him completely ineffective.

Captain Chronos would only Hunt a hero if he were convinced the hero was somehow crucial to preventing the temporal disaster he's here to save the world from. If that's the case, though, he'll stop at nothing (short of killing) to remove the hero from the picture, or make sure he's where he *must* be at a given point in time.

Appearance: Captain Chronos wears a silver lamé bodysuit sort of thing, seemingly patterned after the aviator outfits worn by some pulp-era heroes. The right glove and both boots are flared; the left glove is not flared because most of his left forearm is encased in what looks like a mini-computer (it's actually the most advanced chronometer in existence for the next fifty or sixty centuries). The costume covers his head, but leaves the face open, and there's a little silver wing on either side of his head. Across his eyes he wears his Chronogoggles, big goggles with dark blue lenses that have a vertical arc of electricity slowly zapping back and forth across them. On his back he wears a slim pack of some kind that attaches at the shoulders and waist.



**CATERAN
PLOT SEEDS**

Doctor Destroyer, as part of his ongoing quest to find ways to extend his own lifespan, learns of Cateran's immortality. He decides he must capture her so he can conduct research — which will probably involve vivisectioning her. As a relatively sympathetic figure (hopefully one who's already established some good connections with the player characters), Cateran will need the PCs' help to survive *this* time.

Much to her own amazement, Cateran finds herself romantically attracted to a male PC. She starts to hang around, always jumping in to help him in superfights and otherwise getting in the way. Of course, some of the "crimes" she helps him stop are ones she's secretly staged herself by hiring villains to commit them, but hey, anything for love, right?

Cateran suddenly starts aging for some reason. Terrified, she seeks out the PCs' to help her find out why, and to stop it.

CATERAN

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
26	DEX	48	14-	OCV: 9/DCV: 9
40	CON	60	17-	
25	BODY	30	14-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	

20 PD 10 Total: 20 PD (14 rPD)
 20 ED 12 Total: 20 ED (14 rED)
 7 SPD 34 Phases: 2, 4, 6, 7, 9, 11, 12
 20 REC 4
 80 END 0

70 STUN 0 **Total Characteristics Cost: 291**

Movement: Running: 11"/22"
 Swimming: 4"/8"

Cost Powers END

18	<i>Claymore:</i> HKA 2d6 (4d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼), Real Weapon (-¼)	0
12	<i>Tireless:</i> Reduced Endurance (½ END; +¼) on 50 STR (2 END)	0
	<i>Martial Arts: Wrestling</i>	
	Maneuver OCV DCV Damage/Effect	
4	Choke -2 +0 Grab One Limb; 2d6 NND(2)	
4	Escape +0 +0 65 STR vs. Grabs	
3	Hold -1 -1 Grab Two Limbs, 60 STR for holding on	
4	Reversal -1 -2 STR 65 to Escape; Grab	
3	Slam +0 +1 10d6 +v/5; Target Falls	
3	Take Down +2 +1 10d6 Strike; You Fall, Target Falls	
14	<i>Tough Skin:</i> Damage Resistance (14 PD/14 ED)	0
11	<i>Mutant Physiology:</i> Healing 2d6 (Regeneration; 2 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (2 BODY per Hour; -2¼)	0
10	<i>Strong-Willed:</i> Mental Defense (14 points total)	0
5	<i>Mutant Physiology:</i> Power Defense (5 points)	0
5	<i>Immortal:</i> Life Support (Longevity: Immortality)	0
10	<i>Swift-Limbed:</i> Running +5" (11" total)	0
2	<i>Strong Swimmer:</i> Swimming +2" (4" total)	0

Perks

30	Contacts of a picturesque and intriguing nature (various, all over the world, to be defined by the GM)
1	Fringe Benefit: International Driver's License
1	Fringe Benefit: Passport
10	Money: Wealthy

Talents

15	Combat Sense 14-
3	Lightsleep

Skills

20	+4 Hand-To-Hand
3	Acting 14-
3	Animal Handler (Bovines, Equines) 14-
3	Climbing 14-
3	Disguise 14-
2	Gambling (Card Games) 14-
3	High Society 14-
2	KS: World History 11-
2	<i>Lifespan Of Centuries:</i> +4 to KS: World History; Only For Events Since 1650 (-1)
3	Language: English (completely fluent; Gaelic is native)
1	Language: Arabic (basic conversation)
1	Language: Mandarin Chinese (basic conversation)
1	Language: French (basic conversation)
1	Language: Portuguese (basic conversation)
1	Language: Russian (basic conversation)
1	Language: Spanish (basic conversation)
1	Language: Turkish (basic conversation)
3	Mimicry 14-
2	Navigation (Land) 14-
3	Oratory 14-
3	Persuasion 14-
3	Riding 14-
3	Seduction 14-
3	Stealth 14-
3	Streetwise 14-
3	Trading 14-
7	TF: Common Motorized Ground Vehicles, SCUBA, Small Planes, Small Rowed Boats, Small Wind-Powered Boats, Snow Skiing
7	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Staffs
2	Weaponsmith (Muscle-Powered HTH) 14-
3	Traveler
1	1) AK: Africa 11-
1	2) AK: The British Isles 11-
1	3) AK: China 11-
1	4) AK: Europe 11-
1	5) AK: India 11-
1	6) AK: The Middle East 11-
1	7) AK: Russia 11-
2	8) AK: Scotland 14-
1	9) AK: The United States 11-
1	10) CK: Edinburgh 11-
1	11) CK: London 11-
1	12) CK: New York City 11-
1	13) CK: Paris 11-
1	14) CK: San Francisco 11-

Total Powers & Skills Cost: 279

Total Cost: 570

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Honorable (Common, Total)
- 10 Psychological Limitation: Hates To Be Confined, Restrained, Or Told What To Do (Uncommon, Strong)
- 15 Social Limitation: Secret Identity (Heather McGowrie) (Frequently, Major)
- 275 Experience Points

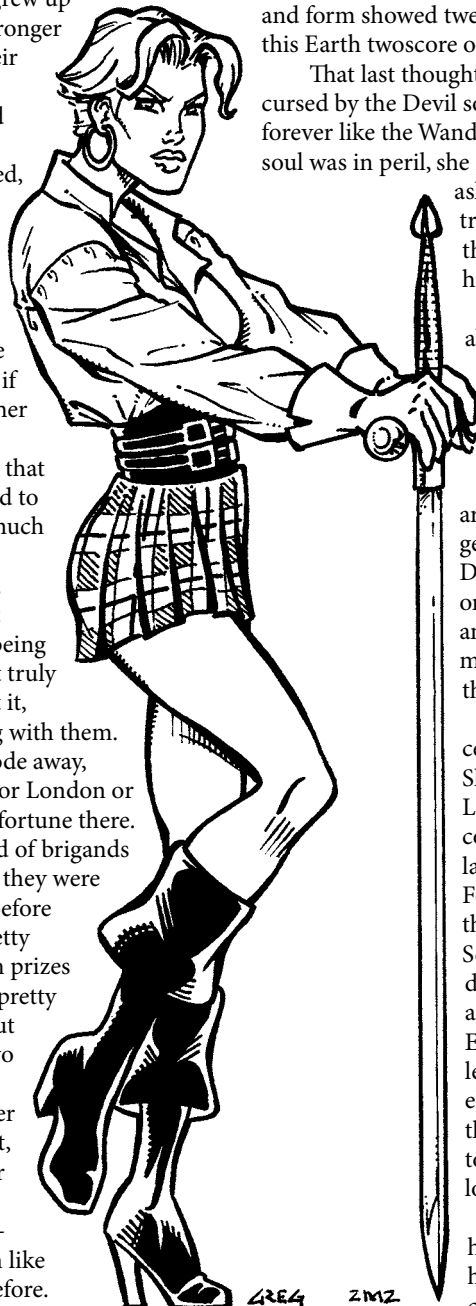
Total Disadvantage Points: 570

Background/History: Heather McGowrie has never found a place or time she could truly call her own. Born in Scotland in 1644, she was a woman trapped in a man's world. Though she grew up tall and lanky and strong — stronger than any of her brothers or their friends — she was forced into a woman's lifestyle. Sewing and cooking and tending to small children wasn't what she wanted, though. She wanted to ride, and wield a sword, and fight, and have adventures! The only time she truly felt alive was when the old men were telling stories and tales and she could shut her eyes and feel as if she were taken away into another world.

When she got old enough that young men were coming round to court her, she'd finally had as much as she was going to take. They were all so weak, soft-seeming, and close-minded that she just couldn't stand the thought of being with any of them. They weren't truly men, they were boys playing at it, and damned if she'd play along with them. Finally she stole a horse and rode away, thinking to ride to Edinburgh or London or some other city and make her fortune there.

She was stopped by a band of brigands and freebooters, or caterans as they were called then in the Highlands, before she'd ridden half a day. Her pretty horse, and pretty self, were rich prizes indeed for those men. But the pretty girl had fangs, as they found out when she broke the arms of two of them and crushed the skull of another with a blow from her fist. Almost before they knew it, she'd convinced them to let her join them.

She liked the life of a brigand — it offered her a freedom like none she'd ever experienced before.



She learned how to fight, and ride, and kill, and take what she wanted. Soon she was leading the brigands herself, and the “Men of the Heather” became a group to be reckoned with. More and more outlaws, hearing of her band's exploits, came to join her. But it was too good to last. The lairds of the clans could no longer stand for her depredations and pillaging, and came against the Men with a small army of Highlanders. Seeing no reason to stay and die, Cateran took to her horse and left her men to their fate.

She spent the next few years roaming about Scotland and the British Isles, enjoying her freedom. It was during this time she discovered just how strong she was — why, she lifted the Stone of Dunleavy easily with but one hand, that had not been lifted by anyone at all in seventy-five years! The biggest, burliest men were no match for her in contests of strength. And she realized something more — she didn't seem to be growing old. Her face and form showed twenty years, but she'd been on this Earth twoscore or more.

That last thought scared her. Had she been cursed by the Devil somehow to walk the Earth forever like the Wandering Jew? Feeling her mortal soul was in peril, she rode to the nearest abbey and asked to be admitted. Seeing the trouble that lay upon her soul, the Mother Superior admitted her as a lay sister.

The religious life lasted about a month for Heather. She soon found she couldn't stand it. Every minute of the day and night was regimented, ordered, and regulated. What a waste! She quickly came around to thinking of her longevity not as a curse from the Devil, but as a gift — from God or from whom, she didn't know, and she didn't really care anymore. She just decided to make the best of it.

She spent the next two centuries wandering the world. She saw the glittering spires of London, and visited the king's court in the noble garb of a lady. She explored the Black Forest and wrestled bears in the Russian taiga. She watched Schliemann excavate Troy. In disguise, she crept into Mecca, and later explored the Ottoman Empire in the same guise. She learned how to sail, and traveled the length and breadth of the British Empire, from Africa to India to China. And then, at long last, she came to America.

The 1920s and '30s found her in New York City. Now here, she thought, here is a country where people know

how to live! No centuries-old traditions, no caste system, and rules that let just about everyone do anything he — or she — wanted. She took to it like a fish to water. Whenever she needed money, a little bit of robbery or theft did the trick nicely.

Then came World War II. She'd managed to avoid the First World War by staying in the Orient, but this time she wanted to get involved. She went back to Europe and, in disguise, joined a Scottish regiment. She acquitted herself nobly and well, and, when the war ended, decided to return to America. This time she tried the West Coast.

She found San Francisco to her liking. There were a few of these “heroes” out there who sometimes tried to keep her from robbing banks, but she never had much trouble with them — fancy clothes aren't enough to overcome three hundred years of experience. She decided to join in their fun, and adopted the name “Cateran” for her brigandish exploits.

Since then, Cateran's been a supervillainess, mostly in California, but drifting from time to time to other cities as suits her mood. Lately she's been spending a lot of time in Millennium City; it has a new and vibrant air to it like none she's ever experienced before. She's not as well known to the public as other, flashier, villains, but she's having a fine time and doing well for herself, so she doesn't mind one bit.

Personality/Motivation: Cateran is very much a free spirit. Not only does she intensely dislike being confined, bound, or restrained in any way, she won't take orders, do what people expect from “a lady,” or restrict her options at all if she can help it. She's her own woman, and no one else's. She'll do as she pleases, and damn those who don't like it. She enjoys her freebooting, high-living lifestyle and wouldn't trade it for any in the world.

Although this attitude has led her to a life of crime, at heart Cateran is an honorable, often rather peaceable, person. She doesn't fight for no reason, doesn't inflict needless pain, attacks from surprise only when there's no other way to win to freedom, and won't go back on her word once she's given it. Despite centuries of experience as a warrior, Cateran prefers not to fight, or to kill, if there are other options. Fighting's stupid if you can grab the swag and run away, after all. And killing doesn't usually do much but start feuds. Oh, she's killed before, dozens or hundreds of times, in battle and out of it, but she'd just as soon not slash someone with her sword if a blow from her fist will knock him out of the fight.

Now over 350 years old, Cateran has developed a somewhat fatalistic view of life. People, places, ideas — they all grow old and pass away sooner or later, all but her. For this reason she avoids becoming attached to people or to objects; she knows she'll lose them eventually, and doesn't want the pain of loss. As a result, she often comes across as world-weary, cynical, and coldly unempathetic, even though for the most part she's none of those things.

Cateran has an annoying habit of calling all men “lad” unless they're noticeably elderly (*e.g.*, old

wizards with long white beards).

Quote: “You might want to be reconsidering that course of action, lad.”

Powers/Tactics: Cateran is a mutant with much greater than normal human strength, resilience, and reflexes. Had she lived millennia ago, she'd probably have come down to us in legend and folklore as some sort of goddess, but in today's world she's had to settle for the life of a supervillainess.

Cateran is a smart and cagy combatant with years of fighting experience. She won't simply wade in and start slugging her foes unless that seems to be the quickest way to end the fight. She'll use her environment, Hold her Actions and react appropriately, and otherwise fight intelligently. Her high SPD gives her a real edge in many battles; she sometimes “plays possum” and fights like a typical slow “brick” (*i.e.*, limits herself to SPD 4) until she can catch her foe off-guard with a Surprise Move.

Cateran carries a two-handed Scottish claymore for use in battle if she needs it, but she prefers “roughhousing” and fisticuffs more than cutting people to ribbons — she's not a killer, she's a freebooter. She'll only draw the sword if someone makes her angry, is resistant to her strength, or draws a weapon on her first. She doesn't even bother to bring it along on a lot of missions.

In many ways, Cateran's out of combat skills are more important than her strength. She's been all over the world, speaks several languages, and knows how to do all kinds of things. She's especially adept at disguising herself; she's lived half her life walking in “someone else's shoes.”

Campaign Use: Cateran makes a good villain for plots involving robbery and theft; she often allies herself with GRAB. She'll work as straight hired muscle if she must, but prefers to be her own boss as much as possible — and she'll never work for someone who wants her to act dishonorably.

Cateran might serve well as a potential love interest for a male PC. The right influence could appeal to the romantic side of her personality and steer her away from crime and into a life of heroism and adventure.

If Cateran is too powerful for your campaign, reduce her SPD to 5 or 6, get rid of her Claymore, and reduce her DEX to 20. If she's not powerful enough, increase her STR and defenses until she is.

Cateran is only going to Hunt someone who severely harms or insults her. She'd rather just outlive her enemies — in the long run, she knows they'll go the way of all flesh, while she remains untouched by the years.

Appearance: Cateran looks pretty good for a 350-year-old: red hair cut short so that it frames her face — the face of a beautiful 30 year-old woman — and a trim, muscular, well-built figure. But she's also 6'4” tall, and thus rather imposing. She usually wears a sort of blousy white shirt, cut to accentuate her figure, a kilt-like skirt of tartan (no sporran, though), and black boots. When she carries her claymore, it's in a back sheath.

CYBERMIND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll 15-
24	EGO	28	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	

4	PD	2		Total: 10 PD (6 rPD)
6	ED	3		Total: 12 ED (6 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 100

Movement: Running: 6"/12"

Cost Powers END

30	<i>Cyberkinesis:</i> Elemental Control, 60-point powers	
45	1) <i>Machine Control:</i> Mind Control 12d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	3
45	2) <i>Machine Images:</i> Mental Illusions 12d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	3
45	3) <i>Machine Communications:</i> Telepathy 12d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	3
15	4) <i>Machine Manipulation:</i> Telekinesis (20 STR), Fine Manipulation, Reduced Endurance (0 END; +½); Only To Control Machines And Machine Parts (-1)	0
20	<i>Speed Of Thought:</i> +3 SPD; Only To Use Mental/Telekinetic Powers (-½)	0
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)	0
12	<i>Wideband Senses:</i> HRRP (Radio Group)	0

Skills

13	Computer Programming 20-
3	Electronics 15-
3	KS: Computer Games 15-
1	KS: The Superhuman World 8-
3	PS: Computer Gamer 15-
3	Systems Operation 15-

Total Powers & Skills Cost: 250

Total Cost: 350

200+ Disadvantages

20	DNPC: Melissa Renwick (girlfriend; Unaware of Cybermind's Social Limitation: Secret Identity) 11- (Normal)
25	Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)
20	Hunted: Mechanon 11- (Mo Pow, Kill)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Hacker's Ego; Can't Resist A Challenge To His Abilities (Common, Strong)
5	Rivalry: Professional (with another hacker)

15	Social Limitation: Secret Identity (Dan Simanowitz) (Frequently, Major)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)

Total Disadvantage Points: 350

Background/History: Ever since he can remember, Dan Simanowitz has been a whiz with computers. As a little kid, he'd sneak into his father's office and play around with Dad's computer, even though he wasn't supposed to — that just made it all the more fun. By the time he was 13, and his parents had finally bought him a computer of his own, he'd found out something amazing. He could make the computer work without even touching it! Somehow he could reach "inside" the machine with his mind, making it do whatever he wanted. He could rewrite the programs, change the images on the screen, make it run subroutines, and more... all without touching either the keyboard or the mouse. He could even turn machines on and off by mental control.

It wasn't long before "DanMan" was one of the hottest hackers in cyberspace, penetrating secure computers with ease thanks to his cyberkinetic powers. But he was still young and inexperienced, and it wasn't long before the FBI caught up to him. Tried, arrested, and convicted, he was sentenced to a juvenile detention facility. That slowed him down a little; he had almost no access to computers there, though he could sometimes mess around with a secretary's desktop machine if he got close enough to get a glimpse of it.

By the time he was 18, Dan had learned a few things from the other young criminals incarcerated with him (including some other, more experienced, hackers). He hadn't reformed at all, but he was determined not to get caught so easily next time — or, if he did things right, caught at all. Knowing his superpowers would be a selling point, he created the identity of Cybermind, superhacker supreme. Since then he's become the bane of computer security personnel around the world, and even once accidentally penetrated some of Mechanon's computer systems (thus earning the fiendish robot's undying hatred). He's young, powerful, successful, and having the time of his life.

Personality/Motivation: Now in his early 20s, Cybermind is still pretty much a kid. Even in juvie, he never had to do too much growing up, take much responsibility for himself, or learn to respect others. His way of thinking is, if I can get away with taking something, the owner didn't deserve it anyway. Penetrating computer security is a big game to him, a test of his powers and a way to earn "bragging rights" in the hacker community. Any suggestion that he *can't* crack a particular computer system is likely to make him all the more determined to try, and to succeed.

Quote: "Keyboard? I don' need no steenkin' keyboard, senyor."

CYBERMIND PLOT SEEDS

Cybermind and several hackers compete to see who's the best. The challenge: steal from as many Millennium City computers as they can in 24 hours. The winner is the one who cracks into the most computer systems (the money obtained is just icing on the cake). The PCs have to figure out what's happening, and stop it, before a major financial panic erupts.

While casually exploring the Internet, Cybermind accidentally interfaces with a computer system that's been set up by the Hzeel to monitor Earth. The bizarre alien technology warps his mind, increasing his powers and sending him on a destructive rampage. The heroes have to stop him, then track the problem back to its source and shut down the Hzeel computer.

After being badly injured in a superbattle, Cybermind's body is rebuilt with cybernetic systems that make him much stronger, tougher and more powerful. He wakes up at home, now a cyborg, with no idea of who did this to him — and unsure of whether he should be happy or sad about it. The heroes now have a more powerful, angrier Cybermind to deal with....

Powers/Tactics: Cybermind is a *cyberkinetic*, a person who can operate machines with his mind. He can interface with computers and similar technology, taking control of them, and sometimes even displaying false images on them or the like. His *Computer Programming* and *Systems Operation* Skills are reflections of his powers more than legitimate skills; he's never formally studied computer science, engineering, or anything else. For such an accomplished hacker, he often displays an odd ignorance of common hacker terms, practices, and equipment.

Cybermind isn't really a combatant; he doesn't like to fight, and would never even think about killing or hurting someone else. In dangerous situations, he'll probably break and run unless he has a way to fight back — and sometimes even then. He's in it for the money and thrills, not the chance to get beaten up by some superhero. The only time he's likely to be of any use in a fight is in high-tech environments where he can use his cyberkinetic powers to take control of weapons and security systems. In the right circumstances, or against the right types of heroes (like gadgeteers, powered armor wearers, or robots), he can be an effective opponent.

Cybermind is fairly fast physically, but mentally he can act much more quickly. In game terms, he has +3 SPD with his cyberkinetic powers. He gets Phases on Segments 2, 4, and 7 on which he can only use his cyberkinetic powers. (See Menton's description, page 30, for information on how this works.)

Campaign Use: Depending on the nature of your PC group, Cybermind could be the focus of a major story arc (as computer-oriented heroes pursue him through cyberspace, or the team tries to prevent him from conducting some sort of high-tech robbery) — or he could just be a henchvillain hired by a master supercriminal to help with some plot. In the hands of the likes of Dr. Destroyer or Binder, Cybermind could become a major threat to humanity. He could penetrate military computers to steal secrets, take over missile launch systems, and casually wreck jetliners by interfering with air traffic control equipment.

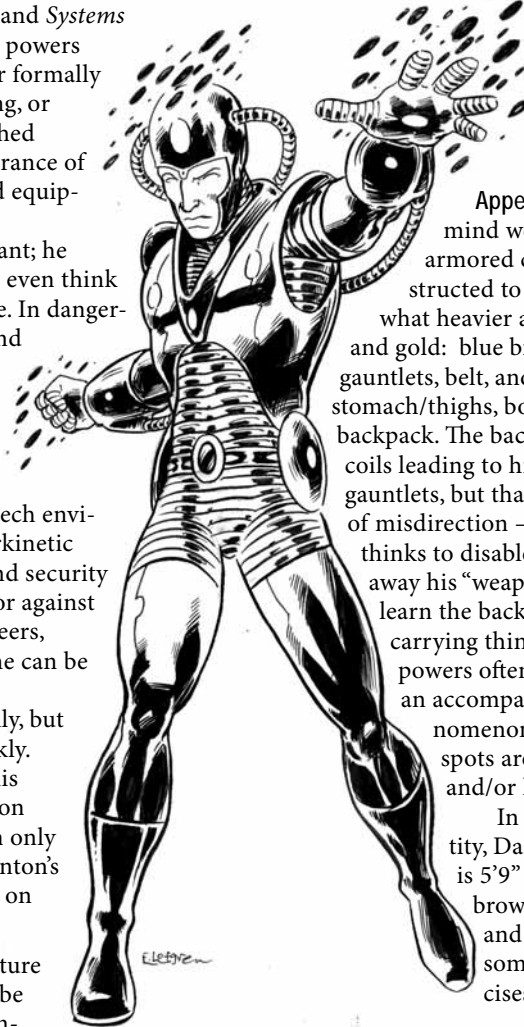
If you want to make Cybermind more powerful, or more combat-capable, you can expand his Mental Powers to affect the Human class of minds as well, or you could supply him with some weapons and gadgets. To make him less powerful,

simply decrease the Active Points in his cyberkinetic powers.

Cybermind won't Hunt heroes; that's not his style. If a hero challenges his technical prowess, he'll gladly show him who's top dog, but having proven himself he'll let the matter be unless the hero keeps harassing him.

Appearance: Cybermind wears a lightly-armored costume constructed to look like somewhat heavier armor, in blue and gold: blue breastplate, legs, gauntlets, belt, and helmet; gold stomach/thighs, boots, arms, and backpack. The backpack has gold coils leading to his helmet and gauntlets, but that's all for the sake of misdirection — a hero who thinks to disable him by taking away his "weapons" will quickly learn the backpack is just for carrying things. Cybermind's powers often manifest with an accompanying light phenomenon of dark-colored spots around his hands and/or head.

In his civilian identity, Dan Simanowitz is 5'9" tall, with short brown hair, dark eyes, and the build of someone who exercises regularly.



Who's The BEST?

'Cybermind, he's not so great. Yeah, you see him online all the time, bragging about penetrating military computer systems and satellites and all, and saying how rich he is. Well, so what? If I had superpowers, I could do that, too. In fact, I could do it a helluva lot better. He doesn't know jack about actual computer hacking; I can get into a lot of the systems he can, too, without any fancy powers, which just goes to show how stupid he is.'

—Naut, well-known computer hacker, just a few minutes before his entire computer system crashed

ESPER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
18	BODY	16	13-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
8	PD	5		Total: 18 PD (10 rPD)
10	ED	5		Total: 20 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	4		
46	END	0		
40	STUN	2		Total Characteristics Cost: 172

Movement: Running: 6"/12"

Cost	Powers	END
30	<i>Psychic Powers:</i> EC, 60-point powers	
30	1) <i>Psychic Assault:</i> Ego Attack 5d6 (Human and Alien classes of minds)	6
30	2) <i>Psychic Control:</i> Mind Control 10d6 (Human and Alien classes of minds)	6
30	3) <i>Seeking:</i> Mind Scan 10d6 (Human and Alien classes of minds)	6
24	<i>Force Field:</i> Force Field (8 PD/8 ED), Reduced Endurance (0 END; +½)	0
4	<i>Armored Costume:</i> Armor (2 PD/2 ED); OIF (-½)	0
20	<i>Unimind Manifestation:</i> Duplication (creates one 150-point Duplicate; see text); Costs Endurance (-½)	3
Skills		
2	AK: Milky Way Galaxy 11-	
2	KS: Radical Feminism 11-	
2	KS: The Superhuman World 11-	
2	Navigation (Space) 13-	
2	PS: Farming 11-	

Total Powers & Skills Cost: 178

Total Cost: 350

200+ Disadvantages

20	Distinctive Features: alien voice (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: NASA 8- (Mo Pow, NCI, Capture)
10	Hunted: PSI 11- (Mo Pow, Watching)
15	Psychological Limitation: Loathing For Humanity (Common, Strong)
15	Psychological Limitation: Lust For Wealth And Power (Common, Strong)
15	Social Limitation: Secret Identity (Ruth Erickson) (Frequently, Major)
15	Susceptibility: to telepathic contact not initiated by her, takes 2d6 per Turn (Uncommon)
20	Vulnerability: 2 x STUN from Chemicals/Gases/Poisons (Common)

Total Disadvantage Points: 350

Background/History: For untold centuries, a swarm of tiny motes had traveled through space, seeking a new home. Resembling a cloud of energy, it was in fact alive. Intelligent and malevolent, it journeyed from planet to planet, seeking a species suitable to serve as host bodies. When it found one, it took over someone's mind, then began to breed, creating more motes that in turn entered and controlled other minds, until the entire planet was under its dominion. It stole whatever it wanted from that helpless world, ravaging it until too little was left to support its hosts. Then it departed, leaving its former puppets to starve and die.

It had been in space for long this time, much longer than ever before. Weak and desperate, it finally found a proper home — a green and pleasant world its inhabitants called Earth. Descending through the atmosphere, the swarm picked out the best host it could quickly find: a female, lonely, bitter, and angry for reasons the swarm could not comprehend. She lived by herself, far from anyone else.

The swarm entered her mind and began to assert its control. Suddenly, the woman fought back! Contact with the swarm had awakened her latent psychic powers, and in her panic she struggled against the invaders. Weak after so long in space, the swarm was unable to establish total control. Instead, what it achieved was synthesis — a melding of itself and the woman's strange body. No longer would it sail the solar winds over the course of millennia. Now it would conquer and rule this pitiful world, establishing its dominion over the miserable masses of humanity. And in time, perhaps it would reach for the stars once more....

Personality/Motivation: Esper's thoughts and feelings are no longer entirely human. Her personality, a melding of the alien mind of the swarm and her own disturbed psyche, combines her longstanding dislike for other people (particularly men) and the swarm's instinct for conquest and wealth. (She has a tendency, though not a universal one, to refer to herself in the plural because of this.) It's possible someone could get through to her, and force her human personality to become more dominant, but that would take a lot of hard work.

Driven by the swarm's preference for close contact with others, Esper has left behind her hermit's life and returned to the cities, though she makes no effort to get to know anyone, or even to talk to them (because her voice betrays who she is). As much as she hates humanity, she still somehow feels more comfortable around other people than by herself.

Quote: "Our powers are far beyond your comprehension. But you need not understand them to fall before me."

Powers/Tactics: The fusion of the powerful energy-based mind of the swarm, with Esper's own latently psychic brain, has created a mentalist with a small, but powerful, suite of abilities: mental control of others, inflicting pain psychically, and locating other minds. She can also generate a field of energy to protect herself from harm. Additionally, she has

ESPER PLOT SEEDS

After spending some time in Esper's body, the swarm becomes dominant, squelching her human personality. Now able to unlock more of her powers, and create other swarms to take over other humans, it begins its standard plan of conquest — but this time with an extremely powerful mentalist to help things along! The PCs have to stop the swarm before it "infects" everyone on Earth.

Powerful alien bounty hunters come to Earth in pursuit of the evil swarm. They insist the authorities turn Esper over to them, or they'll take her by force. What will the PCs do?

Tired of NASA's relentless pursuit, Esper plans to strike back by crippling one of the Space Shuttles as it launches. That should give the jerks from Cape Canaveral other things to worry about than her.

become tougher and more impressive than she was as an ordinary human; her physical Characteristics and PRE reflect this. Her Skills are a mingling of the remnants of the swarm's knowledge, and what she can dimly remember from her pre-superhuman life.

Esper's most unusual power is the ability to partly release the alien mind-force from her body and cause it to manifest as a separate being. This "Unimind Manifestation" is a 150-point character with normal human Characteristics (except for 12 STR, 23 INT, and 23 EGO), an Elemental Control with the first two slots of Esper's own EC, and a Force Field also identical to Esper's. The Manifestation resembles Esper, except that it's got a shiny glow to it that clearly indicates it's made of energy more than matter. Esper does not create the Manifestation often, preferring to try other powers in most cases.

Unfortunately, not all the effects of the joining were beneficial. Her voice sounds strange now, like a movie special effect, clearly marking her as not entirely human. If other people initiate telepathic contact with her, it causes intense pain. (The GM defines "telepathic contact," but it includes most forms of Telepathy, Mind Link, and Mind Control with the *Telepathic Advantage*.)

Esper remains somewhat weak in certain respects, particularly END. She has to watch her END usage carefully, often spending Phases in combat to Recover. In time she should overcome this by decreasing the END cost of her main powers, or buying up her END and/or

REC.

Campaign Use: Esper is a good villain for use as a master criminal's hiring or member of an impromptu team, but she also comes equipped with plenty of story hooks of her own. What exactly is the swarm, and where does it come from? Does she have the potential to "breed" more swarms and take over other people? What happens if she teams up with PSI and Psimon and his followers learn how to harness the swarm to augment their own powers?

Making Esper more powerful involves having her become more comfortable with the alien joining. As her body and mind become accustomed to it, she will manifest more, and stronger, powers — she'll buy off her Susceptibility, buy more Elemental Control slots, and increase the power of the slots she already has. Her Unimind Manifestation may become stronger as well. On the other hand, if you need her to be weaker, perhaps her body and mind start to reject the swarm, costing her some of her powers (particularly her Duplication).

Esper is unlikely to start Hunting a hero; she's not really that focused on anything besides acquiring wealth and power. If sufficiently angered, though, she might start Hunting a PC, typically by using her Mind Control to force others to make him miserable.

Appearance: Esper is a beautiful woman with long blonde hair; she appears to be in her mid-20s. Her costume is fairly simple — a light-colored short jacket over a short black skirt and black top, plus boots and a black choker. She doesn't wear a mask, and her eyes glow when she uses her powers.



Point...

'Okay, what about that blonde girl, what's her name, Esper? She seems pretty powerful.'

'So? A lot of people in PSI aren't exactly normal. She's got a lot of mental power. That trick she does, where she separates part of her mind into an energy-being so she doubles her effectiveness in combat? — that's pretty interesting. Maybe she can teach some of us how to do that.'

Counterpoint!

'I dunno... she looks kind of weird. Something about her just doesn't seem right. Ever heard her voice? Give you the creeps.'

'Maybe. But even if she can, will she? We can't even get Hypnos to show us his belt-jets! Besides, who's to say she's even interested in joining? Even with all our powers, it wouldn't exactly be easy to take over her mind and force her to do what we want.'

— Medusa and Psimon of PSI discussing possible new recruits



FENRIS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
25	DEX	45	14-	OCV: 8/DCV: 8
23	CON	26	14-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
12	PD	6		Total: 23 PD (11 rPD)
10	ED	5		Total: 21 ED (11 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
46	END	0		
45	STUN	0		Total Characteristic Cost: 160

Movement: Running: 12"/24"
Leaping: 15"/30"

Cost	Powers	END
20	<i>Claws:</i> HKA 1d6, Armor Piercing (+½) (2d6 with STR), Reduced Endurance (0 END; +½); OIF (-½)	0
7	<i>Rapid Healing:</i> Healing 1d6 (Regeneration; 1 BODY/Turn), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -¼)	0
30	<i>Resilience:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
12	<i>Wolfen Muscles:</i> Running +6" (12" total)	1
9	<i>Wolfen Muscles:</i> Leaping +9" (15" forward, 8" upward)	1
9	<i>Heightened Senses:</i> +3 PER with all Sense Groups	0
5	<i>Nightsight:</i> Nightvision	0
5	<i>Tracking Scent:</i> Tracking with Normal Smell	0

Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 12-
4	Lightning Reflexes: +4 DEX to act first with Claws

Skills

8	+4 OCV with Claws
3	Acrobatics 14-
6	Animal Handler (Canines) 15-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
10	Defense Maneuver IV
2	KS: The Superhuman World 11-
3	KS: Werewolf Legends 12-
3	KS: Wolves 12-
3	SS: Biology 12-
3	Stealth 14-
2	Survival (Temperate) 12-

Total Powers & Skill Cost: 190

Total Cost: 350

200+ Disadvantages

20	Enraged: if takes BODY damage (Common), go 11-, recover 11-
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Psychological Limitation: Wolf Nature (Common, Strong)
15	Social Limitation: Secret Identity (Frederick Rice) (Frequently, Major)
40	Experience Points

Total Disadvantage Points: 350

Background/History: As a young biologist working for a prominent zoological park, Frederick Rice became fascinated by the legend of the werewolf — the man who could transform himself into a beast. Even in their faux-natural cages, the wolves at the zoo were majestic and proud, uncompromising in their savagery and love of life. What man wouldn't want to share in such feelings?

With samples taken from the zoo's wolves, Rice began to study human and wolf DNA, looking for similarities so he could create a "werewolf serum" that would allow a person to take on the shape of a wolf at will. He was convinced there had to be some factual basis for the werewolf legends, and after many long nights in the laboratory, he found it!

Data in hand, Rice manufactured the first batch of lycanthrope serum. Certain it would work, and unwilling to wait any longer, he injected himself, and then waited breathlessly for the transformation to occur. Soon he felt it — he was changing! But unfortunately, it was not the sort of change he thought would take place. Pain began to rip through his body, as human flesh was altered by lupine DNA. He yelled, and then howled, in pain, but no one was around to hear him. Eventually he passed out.

He awakened to find his experiment a partial success. He *had* taken on some wolf characteristics. He was faster, stronger, and tougher, and his senses had become particularly acute. But his mind had changed as well. Lurking behind his facade of humanity was the Wolf, savage in its desire to hunt, to kill, to triumph. Only his strong will could keep the Wolf in check, and even then not forever.

Knowing he could no longer hold down a civilian job, Rice killed a security guard, dressed the corpse in his own clothes, and staged a laboratory fire to fake his own death. Then he fashioned a set of metal claws and a wolf-like costume. Choosing the name Fenris, after the unstoppable giant wolf of Norse mythology, he became a supervillain and mercenary, always eager for the next job so the Wolf could run free again.

FENRIS PLOT SEEDS

Monster hunter Aric Roston Rhodes (*Champions Universe*, page 88) comes to town to track down Fenris and prove whether he's "man or monster!" Can the PCs keep the two of them from killing each other... and harming a lot of innocent bystanders in the process?

Rice develops a formula he thinks will diminish his Wolf nature while leaving his powers intact. But he doesn't want to take it untested this time. His experiments on homeless people and other kid-napees have resulted in packs of "wolfmen" stalking the city. The PCs have to find the source of this wave of monsters, and stem it.

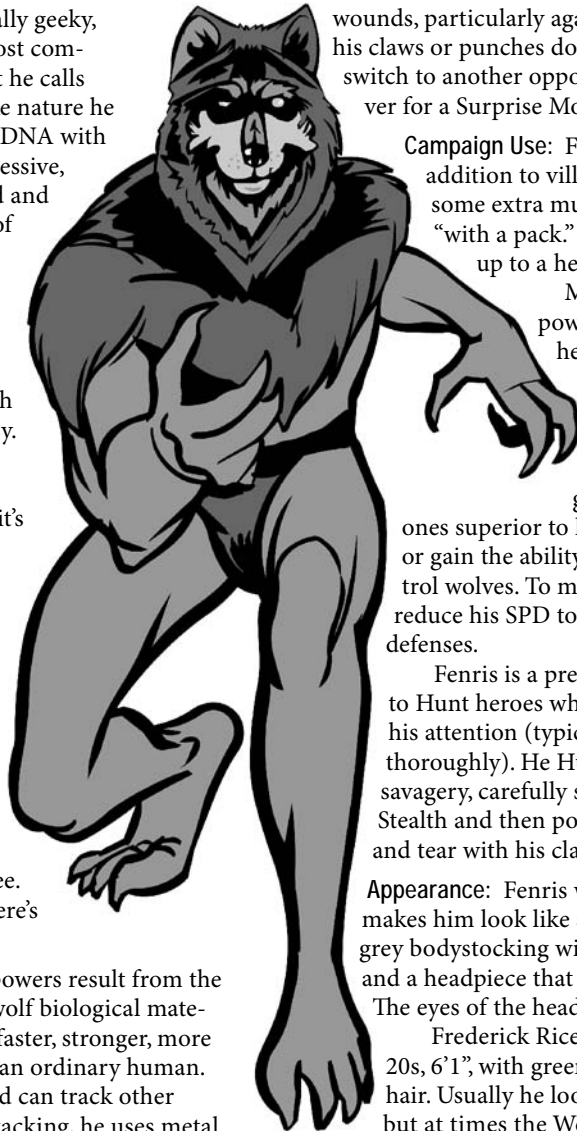
Loki, the Norse god of mischief, is invoked by DEMON, and while partly manifested on Earth, for a lark gives Fenris some fragment of the power of his son, the *real* Fenris. Now a gigantic wolf-man, Fenris rampages through the city, giving the Wolf free rein to kill and devour. The PCs have to find out what happened, and stop him.

Personality/Motivation: Frederick Rice's once normal, if scientifically geeky, personality has been almost completely subsumed by what he calls "the Wolf" — the wolf-like nature he acquired by mingling his DNA with that of lupines. He is aggressive, cruel, eager for bloodshed and combat, full of the spirit of the wild. Some supervillains prefer not to work with him, because of his tendency to kill, but the Wolf is a pack creature, ready and able to join with others to hunt greater prey.

Rice has actually become a little scared of the Wolf. He's concerned it's getting stronger, and that eventually he won't have the capacity to control it at all. He'd like to find a way to regain more of his humanity — but he's not as intelligent or skilled as he once was, so his research has yielded no solution... yet.

Quote: "There's a little bit of Wolf in all of us, you see. Unfortunately for you, there's more in me."

Powers/Tactics: Fenris's powers result from the mingling of human and wolf biological material within his body. He's faster, stronger, more savage, and tougher than an ordinary human. He has a wolf's senses, and can track other people by scent. When attacking, he uses metal



claws which he built; they can inflict vicious wounds, particularly against unarmored foes. If his claws or punches don't have any effect, he'll switch to another opponent, or try to maneuver for a Surprise Move bonus.

Campaign Use: Fenris makes a good addition to villain teams that need some extra muscle; he prefers to work "with a pack." As a solo, he can't stand up to a hero team for very long.

Making Fenris more powerful typically means heightening his Wolf nature. He becomes more bestial, and that means stronger and faster. He might also grow claws of his own, ones superior to his manufactured claws, or gain the ability to summon and control wolves. To make him less powerful, reduce his SPD to 5, and cut down on his defenses.

Fenris is a predator, quite willing to Hunt heroes who somehow attract his attention (typically by defeating him thoroughly). He Hunts with cunning and savagery, carefully stalking his prey with Stealth and then pouncing on him to rip and tear with his claws.

Appearance: Fenris wears a costume that makes him look like a man-wolf hybrid: a grey bodystocking with a wolf-fur chestpiece and a headpiece that looks like a wolf's head. The eyes of the headpiece are red.

Frederick Rice himself is in his late 20s, 6'1", with green eyes and long brown hair. Usually he looks like an average guy, but at times the Wolf shows through.

ANIMAL VILLAINS

Fenris, Hornet, and Menagerie aren't the only villains with animal-inspired or -based powers. Some of the others include:

Al, an "alligator-man" who supposedly haunts the Everglades and has been blamed for several vicious attacks on tourists. Some authorities are skeptical of his existence, blaming the attacks on ordinary alligators instead.

Arachne, a highly-trained female acrobat who wears a costume and uses gadgets and weapons with a "spider" theme.

The Basilisk, a professor of medieval studies who gained powers of petrification and reptile control after reading a magical formula hidden a thirteenth-century bestiary.

Mantisman, a supercriminal with an insect-themed suit of light powered armor. He can project globs of sticky goo, shoot deadly needle-like spines, and use several insect-derived chemical weapons. The suit also allows him to fly and cling to walls.

Python: The result of a freak lab accident, this half-reptile, half-man supervillain has superhuman strength sometimes said to be on par with Grond's, and a vicious mind and foul temper to boot.

The Saurian, an Argentinian mutant with the power to assume the shapes of various types of dinosaurs, including a triceratops, a pteranodon, and a tyrannosaur.

El Tiburón, a Mexican supervillain with shark powers. He's never been captured, so it's unclear whether his powers are natural (perhaps the result of mutation or genetic splicing) or derive from some sort of "organic suit."

Vesper, a man with the ability to transform himself into a fearsome man-bat hybrid creature, and to summon and control bats.

White Rhino: A "were-rhinoceros" from Central Africa, able to transform into an immensely strong (and equally durable) human-rhino hybrid.

FIREWING

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6.4 tons; 8d6 [4]
30	DEX	60	15-	OCV: 10/DCV: 10
45	CON	70	18-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	

20	PD	12		Total: 40 PD (20 rPD)
20	ED	11		Total: 40 ED (20 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
25	REC	16		
90	END	0		
80	STUN	22		Total Characteristic Cost: 326

Movement: Running: 6"/12"
Flight: 30"/60"

Cost	Powers	END
105	<i>Fiery Attacks:</i> Multipower, 105-point powers	10
10u	1) <i>Flame Bolt I:</i> Energy Blast 20d6	10
10u	2) <i>Flame Bolt II:</i> Energy Blast 16d6, Reduced Endurance (½ END; +¼)	4
10u	3) <i>Flame Bolt III:</i> Energy Blast 14d6, Reduced Endurance (0 END; +½)	0
10u	4) <i>Flame Bolt IV:</i> RKA 4d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼)	4
10u	5) <i>Cutting Fire:</i> Energy Blast 12d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼)	4
10u	6) <i>Dimension-Fire:</i> Energy Blast 12d6, Affects Desolidified (+½), Reduced Endurance (½ END; +¼)	4
10u	7) <i>Fireball:</i> Energy Blast 12d6, Explosion (+½), Reduced Endurance (½ END; +¼)	4
10u	8) <i>Withering Heat:</i> Energy Blast 10d6, NND (defense is LS: Safe Environment [Intense Heat]; +1)	10
35	<i>Mastery Of Fire:</i> Elemental Control, 70-point powers	
35	1) <i>Fire Shield:</i> Force Field (20 PD/20 ED), Hardened (+¼), Reduced Endurance (0 END; +½)	0
55	2) <i>Fiery Flight:</i> Flight 30", Reduced Endurance (0 END; +½)	0
100	3) <i>Self-Immolation:</i> RKA 3d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½)	0
79	4) <i>Wall Of Fire:</i> Force Wall (0 PD/10 ED), Transparent (physical, +½), Reduced Endurance (½ END; +¼) plus RKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼); Linked (-¼)	5
37	<i>Fiery Eyes:</i> Sight Group Flash Defense (30 points), Hardened (+¼)	0
45	<i>Resilience:</i> Life Support: Total	0
28	<i>Hyperflight:</i> FTL Travel (1 LY/day)	0
5	<i>Fiery Eyes:</i> Infrared Perception (Sight Group)	0

Skills

9	+3 with Fiery Attacks Multipower
20	+2 Overall
3	Language: English (completely fluent; Malvan is native)
2	Navigation (Space) 13-
3	PS: Gladiator 15-

Total Powers & Skill Cost: 641
Total Cost: 967

200+ Disadvantages

20	Enraged: by treachery, betrayal, or unfair combat tactics (Uncommon), go 14-, recover 11-
25	Hunted: Champions 11- (As Pow, NCI, Capture)
20	Hunted: UNTIL 8- (As Pow, NCI, Capture)
15	Hunted: Mechanon 8- (As Pow, Kill)
15	Physical Limitation: No Knowledge Of Earth Culture (Frequently, Greatly Impairing)
20	Psychological Limitation: Code Of Honor (Common, Total)
20	Psychological Limitation: Overconfident, Arrogant, And Determined To Win (Very Common, Strong)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
15	Social Limitation: Public Identity (Ariax Thone, Malvan super-gladiator) (Frequently, Major)
597	Experience Points

Total Disadvantage Points: 967

Background/History: Far, far away, on the other side of the Milky Way Galaxy from Earth, lies the planet Malva. Civilization on Malva is ancient; when Humans were still living in crude castles and whacking each other with sharpened metal sticks, the Malvans were traversing space in faster-than-light ships and establishing a vast galactic empire. Ruling over all Malvans, and their conquests, was the *Phazor*, an absolute autocrat and scion of a great dynasty.

But no civilization lasts forever. As their power increased, so did the Malvans' arrogance and decadence. In time they forgot about conquest and imperial ambition, gradually letting their empire slip away, planet by planet, as they found other amusements.

By what would be known on Earth as the twentieth century, the most popular entertainment on Malva was gladiatorial combat. In the *Phazor's* arenas, warriors from a thousand worlds came to pit their prowess against others, hoping to win the fat purses offered as prizes by the *Phazor* and the Malvan nobility. Greatest of all the gladiators were those who relied not on weapons, but on the simple strength of their arms and the other powers they possessed. Superpowered gladiatorial duels brought the Malvans to the arenas by the hundreds of thousands.

In recent years, of all the gladiators, ordinary

MALVAN GLADIATORS

Despite the loss of three of the most popular gladiators, on Malva the duels in the arena continue; the *Phazor* and his people must have diversions!

The typical Malvan gladiator is, at best, a Heroic character built on about 150 Character Points. He doesn't possess any superpowers, but instead uses natural fighting skills and weapons. But though most of the gladiators fit this description, they pale in power and popularity to the superhuman gladiators, whose names and likenesses are known all over the planet. Most of these are built on about 200-250 Character Points, similar to Low-Powered Superheroic characters.

A select few Malvan gladiators, the best of the best, are built on 250-350 Character Points, making them a match for a typical Earth superhero. Usually there are no more than one or two dozen of these active on the fighting circuit at any given time, but it varies from year to year. Right now, with the loss of Thone, Lar, and Dazeur, and the increasing use of potentially deadly combat-enhancing drugs, the superpowered ranks are suffering, and the *Phazor* is determined to replenish them. He might even consider kidnapping Earth superhumans to take part in his bloody games...

See page 158 for a few examples.

FIREWING PLOT SEEDS

The Phazor decides he wants Firewing back. He sends a squad of heavily-armed Malvan soldiers who begin tearing Earth apart looking for “citizen Thone.” The PCs have to decide whether to help these insufferably arrogant (but extremely well-armed) alien troopers, or try to stop them.

In his quest to learn more about his new home, Firewing tries to understand what “love” is. Unfortunately he tries to get a female PC to teach him.

Firewing issues an “all comers” challenge to Earth’s superhumans, offering to take them all on in the middle of the Sahara Desert. Who shows up, and what happens?

and superpowered, three stood out as the most powerful and skilled of all: a Fassai named Tren Tarrec Dazeur, who was not only strong but gifted with metabolic leeching powers; a Dorvalan named Drogen Lar, whose “living iron” body and muscles made him the strongest of all the gladiators; and Ariax Thone, a Malvan who augmented his enormous strength and agility with minor fire powers. As a Malvan, Thone was by far the favorite of the crowds; his victories and élan made him one of the most popular people on all Malva. Though other gladiators had the power to offer a serious challenge to any of these three, none of them lost often — except to each other.

But Thone had a secret: though he pretended to follow the high and ancient Malvan concepts of honor and glory, in truth he would do anything — *anything* — to win. On more than one occasion, he maintained his edge over his rivals by taking special drugs. With his special “enhancements,” Thone could withstand Dazeur’s and Lar’s powers better, and triumphed over them more often than not. Both suspected Thone of cheating, but neither could prove it.

Gradually, the games became bloodier and bloodier, something none of the three champions cared for. The Phazor wanted greater and greater spectacle, and he demanded that the gladiators provide it. Blood, in dozens of colors, soaked the sands more and more often.

Disgusted with what he had become, Drogen Lar found a way to steal a spacecraft and leave Malva forever. Dazeur left soon after. Thone was dismayed. When would he find other opponents so truly worthy of him? It would take years, even decades. Who could challenge him now?

He soon learned. Through means unknown to Thone, the Phazor found out about the special drugs he used, and demanded that Thone provide him with them. Ever obedient to his Phazor, Thone did so — and the Phazor improved upon them, giving them to other gladiators so that they became more and more powerful, but their lives shorter and shorter, as the drugs burned through their bodies. Now it was Thone’s turn to feel disgust; he rejected the drugs entirely, and soon was one of the weakest of the superpowered gladiators.

Despairing, Thone sought out the Wisdom Stones. For millennia, the bodies of the wisest Malvans were preserved in special calcified formations, that they might communicate their learning and advice to Malvans still living through strange telepathic processes.

<<What can I do?>> Thone asked. <<There is no honor here, and I lack the power to fight and win!>>

<<The corruption of your soul has spread throughout the arena, Ariax Thone, so speak to us not of honor!>> the Stones replied. <<You seek power, power to triumph over your enemies, and nothing else. Your honor has ever fallen to the wayside in your pursuit of victory.>>

<<And what of it?>> Thone said hotly. <<Without victory, honor is a meaningless sop. I fight to win!>>

<<It was not always so,>> the Stones sighed. <<But you speak the truth of it in this late day. Very well, if it is power our people want, power they shall have. Walk into the Fire and be cleansed.>>

Thone hesitated. <<The... Fire? Surely you cannot mean....>>

<<Yes, Ariax Thone. The Furnace of the First Ones. You know the legend of the Firewing as well as we.>>

<<But... will I become a Firewing, then?>>

<<Who can say? We are not prophets — though if we were, we would say that you shall die, as all others who have sought to fulfill the legend have. But if you seek power, that is the only route to true power left on this corrupt and ancient world.>>

<<So be it,>> said Thone. <<Without victory in the arena, life lacks savor anyway.>>

Thone left the Wisdom Stones and traveled to the Grand Temple of Malva, one of the wonders of the Universe. Inside, in the very heart of the Temple, was the Furnace of the First Ones, a vast flame which some said was the life’s-flame of the Malvan people — when it died, so too would they. Legends also told of the Firewing, a man who enters the flame to emerge, his impurities burned away, with great power. Hoping his own fire powers would protect him, Thone climbed the steps and walked into the conflagration.

Pain. Great pain. The pain of a thousand sins, a thousand imperfections, burning away in minutes. The pain of being forged into a living weapon the likes of which the Malvans had never seen.

Suddenly a great gout of flame, the largest Fire ever witnessed by any living Malvan, erupted from the Furnace, turning night into day for dozens of miles around the Grand Temple. And from it soared Ariax Thone — the Firewing.

The Fire had brought to Thone power such as he had never dreamed of, burning away his old weaknesses and abilities and replacing them with ones far greater. With power came clarity. He knew no one on Malva could challenge him anymore. The Wisdom Stones’ hope — that he would reignite the fires of conquest and glory in the hearts of all Malvans — was a foolish one. What he needed was a challenge worthy of him. He thought of his old rivals, Lar and Dazeur. The Phazor had told him both had found their way to a strange planet its inhabitants called “Earth,” a world with even more superpowered people than Malva. Though his power now dwarfed both of theirs, perhaps on Earth a proper challenge awaited him. With the residue of the power of his transformation, he opened a gateway in space and flew through without a second’s hesitation.

And suddenly, below him, lay Earth. There he would find challenges aplenty.

Personality/Motivation: Firewing is a complex individual of shifting priorities. On the one hand, he talks arrogantly about his honor — about how a Malvan deals fairly with his opponents, never attacking from surprise or behind, never refusing a challenge, never using powers beyond his own

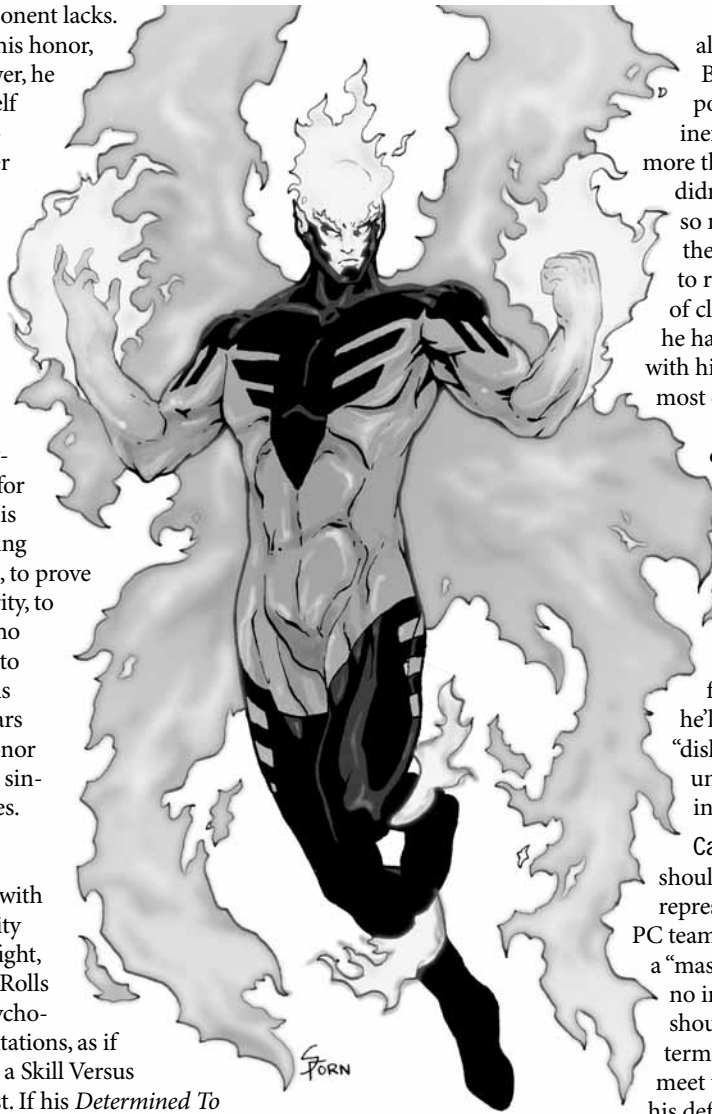
that his opponent lacks. Because of his honor, and his power, he holds himself up as something greater and more important than any human, even a super-powered one. But on the other hand, Firewing's desire for victory — his overwhelming need to win, to prove his superiority, to defeat all who would dare to challenge his might — wars with this honor to which he sincerely aspires. Whenever Firewing is confronted with the possibility of losing a fight, make EGO Rolls for both Psychological Limitations, as if engaging in a Skill Versus Skill Contest. If his *Determined To Win* has the best roll, he'll cheat to win if he has to. If his *Code Of Honor* wins, he'll stick to it... for now.

One of the most personally powerful supervillains in the Champions Universe, Firewing is on Earth for one reason: to experience the challenge of combat. Few superhumans can truly challenge him, at least not until they team up with others, but Firewing will accept almost any invitation to combat. Some villains have tricked him by playing on this trait, but that's a dangerous game, for Firewing's wrath when he finds out he's been played for a fool is terrible to behold.

But of course, one cannot fight *all* the time. Though he remains largely ignorant of Earth culture and customs, Thone is intelligent and curious, and tries to learn about them. He particularly enjoys this thing called "opera."

Quote: "Even defeat is an honor, if it comes after a noble struggle against a superior foe. And so shall I honor you now."

Powers/Tactics: Firewing's powers involve the control and manipulation of a quasi-magical Malvan flame. He can produce many different types of fire-blasts, fly, shield himself from attacks, sheathe himself in flame, and erect walls of fire. His power is enough to give anyone, even Dr. Destroyer, pause.



In battle, Firewing usually relies on his Flame Bolts, switching to other powers only if they prove ineffective. He's aggressive more than tactical — while he didn't survive the arenas for so many years by being a fool, these days he's more inclined to rely on sheer power instead of clever maneuvering. Unless he has trouble hitting targets with his ordinary OCV, he keeps most of his Skill Levels in DCV.

Firewing prefers one-on-one battles whenever possible (though sometimes he deliberately invites more than one person to fight him). If superheroes gang up on him without his consent, and the fight begins to go badly, he'll accuse them of acting "dishonorably" and withdraw until he can take them on individually.

Campaign Use: Firewing should be powerful enough to represent a challenge to entire PC teams — though he's not truly a "master villain," since he has no interest in conquest, he should be close to them in terms of power. If he doesn't meet this description, increase his defenses and powers until he does; perhaps give him some

Damage Reduction and a few additional attacks (like a Flash, or a high END cost bonus to his basic Flame Bolt). On the other hand, if he's *too* powerful, you should decrease the DCs in his attacks until he's only terrifying.

Firewing does not voluntarily work for other villains; he doesn't consider that honorable or a good use of his time. He can sometimes be tricked into it, but as mentioned above, this is, literally, playing with fire — if he finds out, he's almost certain to become Enraged and burn his tormentor to a cinder.

Firewing Hunts heroes, but only ones with the strength and ability to give him a good fight. His Hunting method consists of showing up where the hero is and challenging him to battle. If he won't fight voluntarily, Firewing goads him into it with a few well-placed blasts, or threats to innocent bystanders. He cares little how much destruction and death he causes, provided he gets a good fight.

Appearance: Firewing wears a costume of brown and gold-orange with a stylized sort of raptor motif in the front. Flames flicker from his eyes and the top of his head, and when he's flying or in battle, wings of fire sprout from his shoulderblades.

**FOXBAT
PLOT SEEDS**

Foxbattlebots: Foxbat builds a veritable armada of robot weapons with which to conquer the world. This is the last stage of his Master Plan, and it's sure to succeed! Morgan Fairchild will be his at last! Bwah hah ha... no, wait, that's Pulsar.

Foxbat-Gnop: Foxbat becomes enchanted by the idea of Knockback. He adds gadgets to his Ping-Pong Ball Gun that allow all the slots to do Double Knockback, making the weapon an oversized monstrosity of a firearm (he can barely lift it). With such awesome weaponry at his command, the world is sure to fall to his Master Plan! Bwah hah hah hah hah!!!

Foxbat sponsors *The Great Foxbat Look-Alike Contest*, with fabulous cash prizes for the winner. His Master Plan is to kidnap the participants and brainwash them, so that a veritable Army of Foxbats can fan out and conquer the world! Bwah hah hah hah hah!!!

FOXBAT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
				Total: 19 PD (11 rPD)
				Total: 17 ED (11 rED)
				Phases: 3, 5, 8, 10, 12
8	PD	4		
6	ED	2		
5	SPD	17		
8	REC	0		
40	END	0		
30	STUN	0		

Total Characteristics Cost: 112

Movement:

Running:	9"/18"
Leaping:	8"/16"
Gliding:	20"/40"

Cost Powers END

25	<i>The Amazing Ping-Pong Ball Gun:</i> Multipower, 50-point reserve; all OAF (-1)			
2u	1) <i>Explodoball:</i> EB 8d6; OAF (-1), 8 Charges (-½) plus Sight Group Flash 2d6; OAF (-1), Linked (-½), 8 Charges (-½) [8]			
2u	2) <i>Hardball:</i> EB 10d6 (physical); OAF (-1), Stun Only (-0), 8 Charges (-½) [8]			
2u	3) <i>Glueball:</i> Entangle 5d6, 5 DEF; OAF (-1), 8 Charges (-½) [8]			
2u	4) <i>KOball:</i> EB 5d6, NND (defense is Life Support [Self-Contained Breathing]; +1); OAF (-1), 8 Charges (-½) [8]			
2u	5) <i>Smokeball:</i> Darkness to Sight Group 4" radius, Personal Immunity (+¼); OAF (-1), 8 Charges lasting 1 Turn each (-0) [8]			
<i>Martial Arts: Generic</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Kick	-2	+1	8d6 Strike
4	Punch	+0	+2	6d6 Strike
3	Throw	+0	+1	4d6 + v/5; Target Falls
16	<i>Foxbatcostume:</i> Armor (8 PD/8 ED); OIF (-½) 0			
6	<i>Run!:</i> Running +3" (9" total) 1			
4	<i>Bound!:</i> Leaping +4" (8" forward, 4" upward) 1			
13	<i>Fly!:</i> Gliding 20"; OIF (glider-wings; -½) 0			
3	<i>Foxbatmasklenses:</i> Infrared Perception (Sight Group); OIF (-½) 0			
3	<i>Foxbatmasklenses:</i> Ultraviolet Perception (Sight Group); OIF (-½) 0			
6	<i>Foxbatmasklenses:</i> +6 versus Range Modifier for Sight Group; OIF (-½) 0			
2	<i>Foxbatearpiece:</i> Ultrasonic Perception (Hearing Group); OIF (-½) 0			
6	<i>Foxbatearpiece:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As			

Radio Group (-¼) 0
30 *Fortune Of Fools:* Luck 6d6

Perks

10 Money: Wealthy

Talents

6 Combat Luck (3 PD/3 ED)

Skills

10 +1 Overall
12 +4 with Amazing Ping-Pong Ball Gun Multipower

3 Acrobatics 14-
3 Acting 13-
3 Breakfall 14-
3 Computer Programming 13-
3 Contortionist 14-
3 Disguise 13-
3 Electronics 13-
1 High Society 8-
2 CK: Millennium City 11-
1 KS: Bats 8-
5 KS: Comic Books 15-
5 KS: The Superhuman World 15-
3 Lockpicking 14-
3 Mimicry 13-
3 Persuasion 13-
3 Shadowing 13-
3 Security Systems 13-
3 Sleight Of Hand 14-
3 Stealth 14-

Total Powers & Skills Cost: 238

Total Cost: 350

200+ Disadvantages

20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
10 Hunted: the supervillain he's most recently annoyed 8- (Mo Pow, Administer A Sound Thrashing)
25 Psychological Limitation: Thinks He's Living In A Comic Book (Very Common, Total)
20 Psychological Limitation: Code Versus Killing (Common, Total)
10 Reputation: lunatic supervillain, 11-
5 Rivalry: Professional (with whichever hero or villain he's currently obsessing over)
15 Social Limitation: Secret Identity (Frederick "Freddy" Foswell) (Frequently, Major)
15 Vulnerability: 1½ x Effect from Presence Attacks (Very Common)
10 Experience Points

Total Disadvantage Points: 350

Background/History: "Penhurst! Bring me some more issues of *Justice Squadron*; I've finished all these."

"I'm sorry, Master Frederick, but your mother has instructed me to purchase no more sequentially illustrated stories on your behalf."

"What!?!? Why not?"

“I’m sure I don’t know, sir.”
 “Mooooommm!”
 “Yes, dear?”
 “Penhurst says I can’t have any more comic books!”
 “Yes, dear, I’m afraid he’s right.”
 “Why not? I haven’t done anything wrong.”
 “Things aren’t going very well in your father’s business, dear. We don’t have any more money for things like comic books.”

Oh, no! But in the crucibles of misfortune, great destinies are forged.

After a few despondent days, Freddy realized something — this wasn’t a setback, it was the start of his origin story! It was time for him to step up and join the ranks of superhumanity as he knew he always would one day. But should he become a hero, or a villain? He waffled back and forth a long time, but a tragedy such as he had suffered could only embitter a man, and turn him toward the dark side. A villain he would become. Heroes were a stupid, boring lot. Therefore, he would be... a Foxbat!

After raiding his trust fund for seed money, Freddy began an intensive training regimen. Gymnastics and martial arts alternated with studying electronics and practicing his criminal skills. When he was ready, he started designing the amazing Foxbatgadgets with which he would terrorize all humanity! Well, or rob the Freezy Delight downtown, whichever seemed like more fun at the time. Ice cream....

And at last the time came to assume the mantle that destiny has woven for him — the mantle of Foxbat, greatest villain the world has ever seen! Standing on a rooftop, silhouetted against the setting sun, Foxbat casts his dark shadow over a world that shall tremble in fear at the very sound of his name! Although his first crime, an attempt to steal the Empire State Building in 1993, didn’t quite work out as expected, no doubt his *latest* Master Plan will bring the heroes of Earth to their knees!

Personality/Motivation: Not exactly the most well-balanced individual to begin with, Freddy Foswell came completely unhinged when he found out his family had lost its fortune and he could no longer live a life of idle luxury, spending all of his time reading comic books. He’s convinced he’s actually living in a comic book — a grand story in which he is the major figure, almost hero and villain both. His crimes have no rhyme or reason, though the ones that succeed are often profitable; he’s just trying to act the way a supervillain *should* act.

Foxbat goes through other delusions the way normal people change their clothes. He often fixates on a particular hero, “Hunting” him for a time, then reversing course and trying to become his sidekick. He conducts bizarre scavenger hunts in which he, for example, tries to acquire every Volkswagen Beetle in the city. He threatens public officials with the Noogie-o-Matic. He’s crackers.

Since this whole supervillain thing is all for fun, Foxbat has no desire to hurt anyone. What good is that? But unfortunately, sometimes Freddy’s warped perceptions lead to tragic consequences. People in the real

world don’t always heal as fast as they do in the comics.

Quote: “I’m the bad guy, right?”

Powers/Tactics: Despite his lunacy, or perhaps because of it, Foxbat is a surprisingly skilled individual with the general strength and build of someone who engages in regular intensive exercise. He’s also good with his hands, able to pick locks (or pockets) and wiggle his way into or out of tiny spaces.

In combat, Foxbat relies mainly on his Amazing Ping-Pong Ball Gun, which can fire several different types of gimmicked ammunition. He can also use his martial arts skills, but that’s not nearly as exciting as shooting people!

Foxbat’s main goals in combat are to look good and have fun, which are a far cry from being tactically effective or winning. For example, he loves to fly (sure, it’s really gliding, but try telling him that), and often wastes one or two Phases per Turn just making dramatic glides across the battlefield. He also enjoys soliloquizing about his Master Plan.

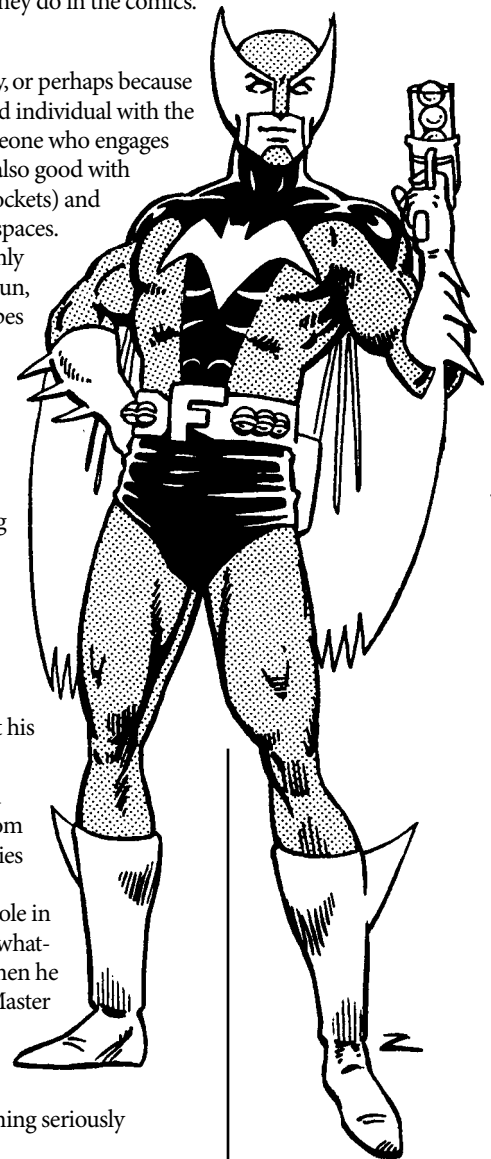
Campaign Use: Foxbat is intended primarily as a humorous break from otherwise serious *Champions* stories and adventures. He works best by himself, in a quasi-master villain role in which the GM supplies him with whatever gadgets, vehicles, and henchmen he needs to accomplish his current Master Plan. When running him, use his Luck liberally — sometimes as much as every Phase, particularly if it helps to keep him from becoming seriously hurt.

As a Hunter, Foxbat is even more of an insufferable nuisance than normal. If insulted or made to look a fool, he’ll start to pick on the offending superhero endlessly, singling him out for pranks and annoying but harmless “attacks” reminiscent of gags seen in comics and on television. Nighthawk is a favorite butt of Foxbat’s bizarre jokes.

You can easily make Foxbat less powerful by reducing the Active Points in his gun or stripping away Skills and reducing Characteristics. As long as he’s still an appropriately humorous foil for the PCs, it doesn’t matter. If, for some bizarre reason, you want to make him a serious threat, increase his Amazing Ping-Pong Ball Gun to a 75 Active Point reserve (and improve the slots to match), or even give him a Gadget Pool.

Appearance: Foxbat wears a two-tone brown costume, with light brown on the legs, sides, arms, and mask and dark brown for the trunks, center chest, and shoulders. His boots and gloves, belt, the glider wings under his arms, and the flares on his mask are dull yellow. He carries the Amazing Ping-Pong Ball Gun in a dull yellow holster attached to his belt.

Freddy Foswell is 5’10” tall and weighs 160 pounds. He has the build of a young man who engages



GARGANTUA PLOT SEEDS

A corrupt contractor builds a skyscraper without obeying the proper safety codes. One day, the building starts to collapse. Gargantua offers to help — he can easily stabilize it and hold it up until engineers can fix things — but he wants a full pardon from the governor in exchange. Will the PCs be willing to work with him fairly and honestly? Will he keep his side of the bargain?

Gargantua finds he's getting bigger and bigger in his normal form. He used to shrink back down to 7'1", but now he's 7'6". He's afraid this may continue. What's going on — and who will he turn to for help?

After suffering a tremendous blow to the head during a superbattle, Gargantua becomes unconscious and lapses into a coma. But his Growth powers don't shut off; he keeps getting larger and larger, knocking over buildings in the process. The PCs have to use super-science to shrink themselves to the size of giant molecules and go inside his body to find and remove the cause of the problem.

in intensive regular exercise.

GARGANTUA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	

15	PD	10		Total: 40 PD (20 rPD)
15	ED	11		Total: 40 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	12		
40	END	0		
40	STUN	2		Total Characteristic Cost: 140

Movement: Running: 6" (36")/12" (72")

Cost Powers END

94	<i>The Gargantua Effect:</i> Growth (at full power, Gargantua becomes 32" tall, weighs 3 million kg, and gains +75 STR, +15 BODY, +15 STUN, -15" KB, +16" reach, and is at -10 DCV and +10 to PER Rolls to perceive him), Costs END Only To Turn On (+¼)	7
25	<i>Tirelessness:</i> Reduced Endurance (½ END; +¼) for up to STR 100 (5 END)	0
60	<i>Gargantuan Fists:</i> Area Of Effect (One Hex; +½) for up to STR 100, Reduced Endurance (0 END; +½); Linked to Growth (only applies at 60 points' worth of Growth or more; -¼)	0
29	<i>Gargantuan Physique:</i> +25 CON; No Figured Characteristics (-½), Linked to Growth (-¼)	0
40	<i>Gargantuan Physique:</i> +25 PD and ED; Linked to Growth (-¼)	0
20	<i>Impressiveness:</i> +25 PRE; Linked to Growth (-¼)	0
20	<i>Gargantuan Resilience:</i> Damage Resistance (20 PD/20 ED)	0
30	<i>Gargantuan Resilience:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
60	<i>Gargantuan Legs:</i> Running +30" (36" total), Reduced Endurance (½ END; +¼); Linked (to Growth; -¼)	3

Perk

6	Contact: a VIPER Nest Leader 11- (extremely useful resources, access to major institution)
7	Money: Wealthy

Skills

8	+4 with Punch
3	Climbing 13-
2	KS: The Superhuman World 11-
1	KS: VIPER 8-
3	Lockpicking 13-
3	Security Systems 13-

3	Stealth 13-
3	Streetwise 13-

Total Powers & Skill Cost: 417

Total Cost: 557

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: Sentinels 11- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Thinks He's Invulnerable (Common, Total)
15	Reputation: destructive supervillain, 11- (Extreme)
15	Social Limitation: Secret Identity (Thomas Russell) (Frequently, Major)
10	Susceptibility: to involuntary alterations of his size or density, takes 2d6 instantly (Uncommon)
242	Experience Points

Total Disadvantage Points: 557

Background/History: Thomas Russell was big, even as a kid — so big he killed his mother when she gave birth to him. By the time he was four years old, he was the size of a ten-year-old; at twelve he was as tall and muscled as a full-grown man. It didn't take long for him to learn he could push the other children around and bully them. With his size, he rarely had to hit anyone, the threat of it was enough. Even his teachers were a little scared of him.

By the time he was a teenager, Russell discovered there was more to his size than met the eye: he could alter it, growing even bigger and stronger for short periods of time. The more he practiced with this power, the taller he got and the longer he could maintain the effect. But he wasn't as stupid as he was big. He didn't have any intention of using his powers "for the good of all mankind"; he was going to use them for himself, and himself alone. To do that he had to keep them secret.

Russell's size and muscle soon attracted the attention of the local VIPER Nest, which recruited him as an agent-in-training. He enjoyed the experience, even learning a thing or two about being a cat burglar, but quickly decided it wasn't for him. Following orders and being part of a private army just wasn't what he had in mind for himself.

It wasn't long after Russell finished high school that a new costumed criminal, calling himself Gargantua, appeared on the scene. At first he worked mainly for VIPER, but after a couple of years he branched out, pulling solo jobs and teaming up with other villains and organizations. Over the past half-decade he's built a reputation as a powerful, dependable, professional super-criminal. He's made a lot of money and had a great time fighting superheroes, and he plans to be around for a long, long time.

Personality/Motivation: For a supervillain, particularly a super-strong one, Gargantua is intelligent and thoughtful, even philosophical. He's no dummy,

and it angers him when people treat him as if he is (especially when they simply assume that “he’s strong, so he can’t be bright”). He never went to college, but he enjoys reading “deep books” and discussing them, a trait that earns him a measure of respect from master villains who ordinarily dismiss the “hired help” as morons.

Gargantua’s size, strength, and experiences as a supervillain have given him a healthy dose of overconfidence. He has yet to suffer a serious defeat or significant injury, and at this point practically thinks he’s invulnerable. He’ll take on anyone or anything.

Quote: “Ready to be crushed, little man?”

Powers/Tactics: Gargantua’s powers derive from his ability to grow to tremendous heights (at his maximum, 32”, or about 200 feet, tall). Generally he can only use his full Growth out- doors and on other strong sur- faces, since otherwise his weight makes him crash through floors and get stuck in small spaces (though he does enjoy using all his Growth at once to “explode” a building from the inside out). Because his Growth is Constant and he uses it so much, he only gets a $-\frac{1}{4}$ value for the *Linked* Limitation on his associated abilities.

But that’s not the limit of his abilities. His training as a thief gives him capabilities most big, strong villains lack (though usually he can only use them when he’s at or near normal human size; in particular, the PER Roll bonuses to see him when he’s Grown tend to make Stealth pointless).

Gargantua is intelligent, and fights that way. In combat the first thing he does is try to get to a place where he can use his full Growth powers (or as much of them as possible); that usually means taking the fight outside. When he’s ready, he’ll pick out the enemy he’s most capable of dealing with (usually another “brick,” or a flying character other people have trouble hitting), and smash him. If he can’t simply crush someone with his gargantuan fists, he’ll pick that person up and throw him as far as he can, hopefully removing him from the battle.

Campaign Use: Gargantua is a change of pace from the usual brick, and should be played that way.

GARGANTUA’S GROWTH CHART

Points of Growth	STR	CON	BODY	PRE	PD	ED	STUN	KB	Height
15	40	25	18	25	20	20	43	-3	2”
30	55	30	21	30	25	25	46	-6	4”
45	70	35	24	35	30	30	49	-9	8”
60*	85	40	27	40	35	35	52	-12	16”
75	100	45	30	45	40	40	55	-15	32”

*: Gargantua’s hands achieve their Area Of Effect: One Hex at this point.

For each 15 points’ worth of Growth, Gargantua gains +5 CON, +5 PRE, +5 PD, +5 ED, and +6” Running.

Not only does his enormous size give him certain abilities most bricks lack, but he doesn’t mindlessly smash his enemies. He fights cleverly, with a good head for tactics. Similarly, he’s not easy to trick or manipulate; he knows full well what he can do, and what his services are worth, and doesn’t take risky or pointless jobs.

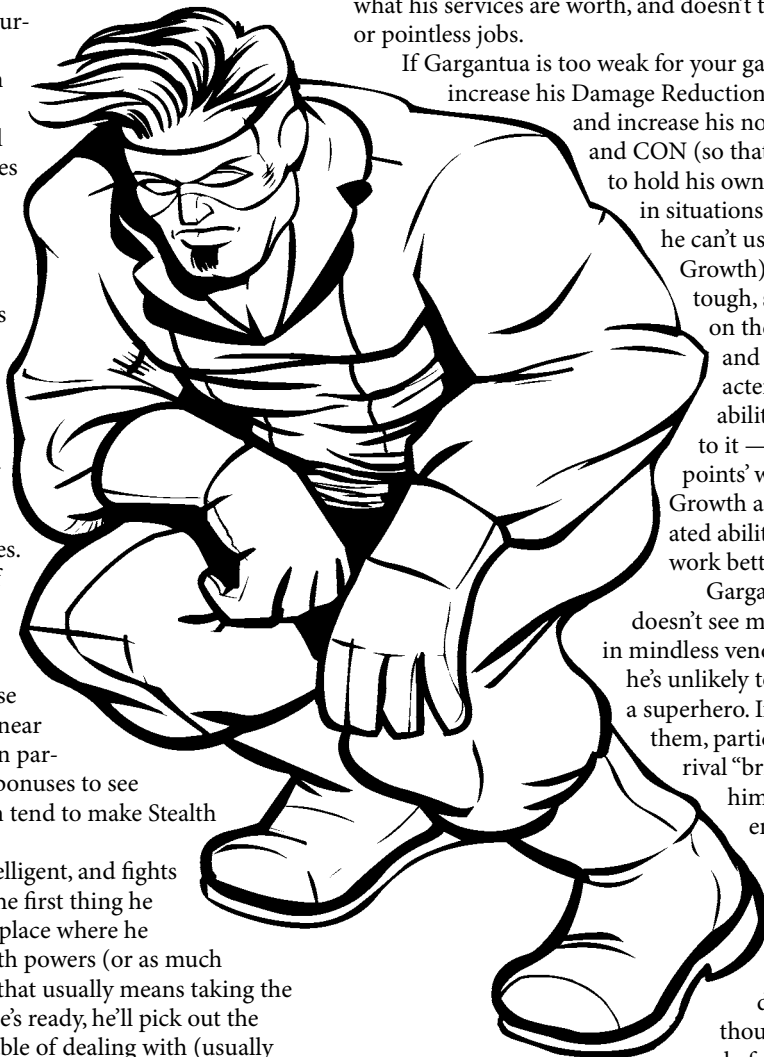
If Gargantua is too weak for your game, increase his Damage Reduction to 50% and increase his normal STR and CON (so that he’s able to hold his own better in situations where he can’t use his

Growth). If he’s too tough, scale back on the Growth, and the Characteristics and abilities Linked to it — 30-45 points’ worth of Growth and associated abilities may work better for you.

Gargantua doesn’t see much point in mindless vendettas, so he’s unlikely to Hunt a superhero. If one of them, particularly a rival “brick,” got him angry enough, he might make a point of tracking them down, though. His early forays against the foe

will involve his cat burglar skills, but eventually a knock-down-drag-out fight, in public so everyone can see him win, has to take place.

Appearance: Gargantua’s costume consists of a brown and green high-collared jacket-like top, brown pants, green gloves and boots, and a brown



GROND PLOT SEEDS

The classic Grond plot: a supervillain somehow gains control of him (flattery, neural implants, Mind Control, whatever) and unleashes him on the city. While the heroes stop the rampaging man-monster, the true villain of the piece is committing some other crime across town.

Something happens to restore Grond's intelligence and willpower... without affecting his strength or resilience. Now he's *really* dangerous, because he can act on his own. What will he do? Will the heroes be able to stop someone with Grond's strength and the smarts to use it in tactically clever ways?

Teleios gets his hands on samples of Grond's tissue and clones him. The faux Gronds aren't quite as strong and tough as the real thing, but they're more than enough to give the PCs (and the world) real problems. But how will Grond react when he finds out?

half-face mask that leaves his dirty blonde hair and short beard visible. At normal size, he's 7'1" tall and massively built.

GROND

Val	Char	Cost	Roll	Notes
90	STR	80	27-	Lift 25 ktons; 18d6 [9]
18	DEX	24	13-	OCV: 6/DCV: 6
50	CON	80	19-	
30	BODY	40	15-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
40	PD	22		Total: 40 PD (40 rPD)
30	ED	20		Total: 30 ED (30 rED)
4	SPD	12		Phases: 3, 6, 9, 12
28	REC	0		
100	END	0		
100	STUN	0		Total Characteristics Cost: 287

Movement: Running: 6"/12"
Leaping: 28"/56"
Swimming: 12"/24"

Cost	Powers	END
22	<i>Horns:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
35	<i>Super-Tough Skin:</i> Damage Resistance (40 PD/30 ED)	0
10	<i>Super-Tough Skin:</i> Lack Of Weakness (10 points) for Normal Defenses	0
4	<i>Super-Strong Lungs:</i> Life Support (Extended Breathing: 1 END per 20 Minutes)	0
10	<i>Super-Strong Legs:</i> Leaping +10" (28" forward, 14" upward)	0
10	<i>Super-Strong Swimmer:</i> Swimming +10" (12" total)	0
6	<i>Four Arms:</i> Extra Limbs (2), Inherent (+¼)	0
6	<i>Four-Armed Combatant:</i> +2 SPD; Activation Roll 11- (-1), Costs Endurance (-½), Only To Punch (-1)	2

Skills

20 +4 Hand-To-Hand

Total Powers & Skills Cost: 123

Total Cost: 410

200+ Disadvantages

25	Distinctive Features: big, ugly mutated green body (Not Concealable, Causes Extreme Reaction [abject fear])
35	Enraged: Berserk when realizes he's been tricked, or thinks he's been tricked (Common), go 11-, recover 8-
20	Hunted: Champions 8- (As Pow, NCI, Capture)
20	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: Big And Heavy (is always 12 feet tall and weighs approximately 1,000 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently; Slightly Impairing)
25	Psychological Limitation: Childishly Naive

And Prone To Tantrums (Very Common, Total)

15	Psychological Limitation: Hatred Of Fire (Common, Strong)
20	Reputation: dangerous and destructive out-of-control monster, 14- (Extreme)
5	Social Limitation: Public Identity (Sidney Potter) (Occasionally, Minor)
10	Unluck 2d6
20	Vulnerability: 2 x STUN from Ego Attacks (Common)
20	Vulnerability: 2 x STUN from Fire Attacks (Common)

Total Disadvantage Points: 420

Background/History: Three-time loser Sidney Potter figured he'd finally caught a break. The warden had asked for volunteers for some special medical experiments; anyone who participated would earn substantial "good conduct" reductions in his sentence. Sidney was more than willing to let a few eggheads poke him with needles if it meant he could get out of prison early.

Things didn't quite work out. When he heard the medical technician say "Oops," he began to panic. When he learned the tech had injected him with the wrong serum — some sort of reptile-derived immune factor booster instead of the experimental cold remedy — he became agitated and started to leave. The tech tried to stop him, and a struggle ensued. Sidney was thrown into a shelf-full of medicines and chemicals; dozens of sera and formulae entered his body through the cuts the glass bottles made. But he escaped, fighting his way past the guards with manic strength. Screaming with terror, he ran outside, right into the middle of a thunderstorm. With the guards in hot pursuit, he dove right into a heavily polluted river... just as lightning struck!

No one ever saw Sidney Potter again. The prison officials assumed he'd drowned and his body had been washed downstream. They were unpleasantly surprised when, a few days later, a huge, green-skinned, four-armed monster calling himself "Grond" went on a rampage downtown. It took three teams of superheroes to stop him, and tests soon confirmed that this man-monster was once Sidney Potter. But no one could find a way to transform him back; the doctors didn't even understand how he'd been turned into Grond in the first place!

Grond has become a well-known member of the Superhuman World. Often tricked and manipulated by supervillains, he's caused billions of dollars' worth of property damage and hundreds of deaths. But somewhere, deep inside his tiny mind, Sidney Potter is still screaming to get out.

Personality/Motivation: Grond's personality can be summed up in two words: childish rage. He's got the tolerance for frustration of a four-year-old, combined with an almost constant state of anger that simply shifts focus from time to time. Unfortunately his lack of intelligence also makes him gullible; a clever supervillain can easily soothe him for a few minutes and then convince him to go smash something the villain wants smashed.

Grond doesn't employ pronouns when referring to himself (or other people, usually), but instead uses his proper name (or theirs).

Quote: "Grrraarr!!! Grond will hammer skinny human! No man is mightier than Grond!"

Powers/Tactics: Grond isn't smart or clear-headed enough to have any real grasp of tactics; mostly he just smashes people who annoy him again and again until they stop moving or something distracts him. The closest he comes to a clever tactic is to Grab someone with two of his arms, then use his other two arms to pummel them while they're at reduced DCV. He avoids enemies with fire-based powers or attacks, which scare him and do extra damage to him.

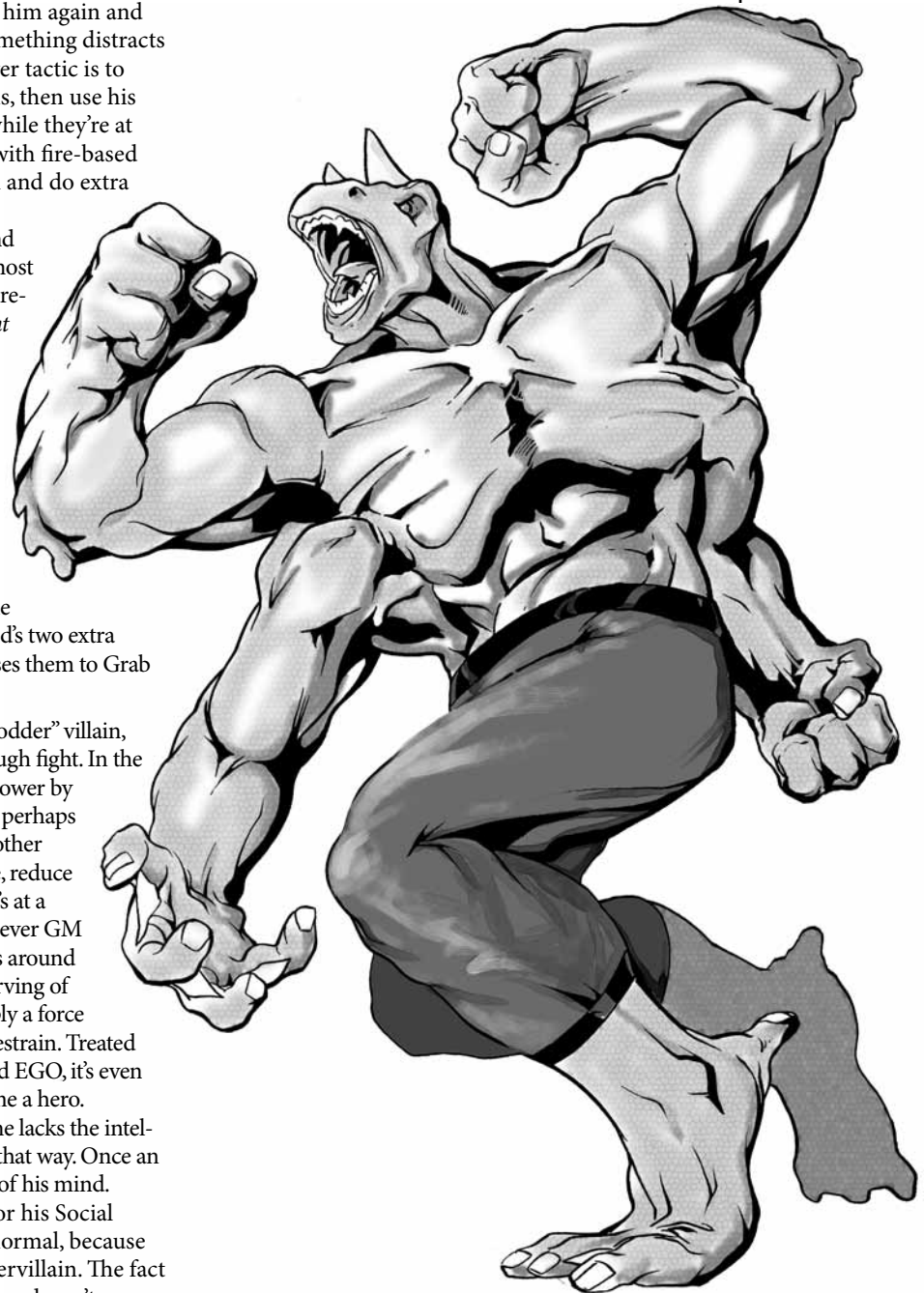
Because he has four arms, Grond can get in a lot more punches than most hand-to-hand fighters do. This is represented by his *Four-Armed Combatant* power. At the beginning of each Turn, the GM should make the Activation Roll. If the roll succeeds, it means events work out that Turn for Grond to get in a couple of extra punches — give him two additional Phases (either shift his Phases in Segments 3 and 9 to 2 and 8, and make the new Phases 4 and 10, or simply choose the two extra Phases randomly). If Grond's two extra arms are somehow disabled, or he uses them to Grab a target, he can't use this power.

Campaign Use: Grond is a "cannon fodder" villain, intended simply to give the PCs a tough fight. In the event he can't, you can increase his power by giving him Damage Reduction (and perhaps Hardening his PD and ED) (on the other hand, if he's too tough for your game, reduce his STR, CON, and defenses until he's at a proper level of power). However, a clever GM might weave some interesting stories around Grond — make him a monster deserving of sympathy and help, rather than simply a force of nature for the PCs to defeat and restrain. Treated properly, and with increased INT and EGO, it's even possible Grond could one day become a hero.

Grond does not Hunt anyone; he lacks the intellect to think in an extended fashion that way. Once an annoyance is out of his sight, it's out of his mind.

Grond receives fewer points for his Social Limitation (Public Identity) than normal, because he's a full-time (and mindless) supervillain. The fact that it's easy to find out his real name doesn't usually inconvenience him much.

Appearance: Grond is a huge, green-skinned human; he stands twelve feet tall, and weighs a metric ton. What's even more distinctive is that he has four massively-muscled arms, with only four fingers on each hand. He has no visible outer ear, and two white horns (one large, one small) jut from his forehead. To some people, his appearance is vaguely reptilian. His costume is nothing more than a pair of navy blue pants.



HERCULAN PLOT SEEDS

Brainchild gets in touch, and claims he can build Herculan a new starship... in exchange, of course, for Herculan performing a few "favors" for him. Does Herculan really want to go home? Is it worth the trade? If it is, what does Brainchild have in mind, and can he *really* build a starship?

Long-term exposure to Earth's pollutants is starting to sicken Herculan. He kidnaps some prominent xenobiologists from L'Institut Thoth and forces them to work on a cure. Can the PCs find them and rescue the hostages? Will the hostages even want to be "rescued"?

A sleazy fight promoter tries to arrange a televised battle between Ironclad and Herculan. But what happens if they both decide to accept the offer?

HERCULAN

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	

15	PD	7		Total: 21 PD (6 rPD)
15	ED	9		Total: 21 ED (6 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
14	REC	0		
60	END	0		
55	STUN	0		Total Characteristics Cost: 199

Movement:	Running:	6"/12"
	Flight:	10"/40"

Cost	Powers	END
45	<i>Metabolism Leeching</i> : Multipower, 45-point reserve	
4u	1) <i>Strength Leeching</i> : Transfer 3d6 (target's STR to Herculan's STR)	4
4u	2) <i>Agility Leeching</i> : Transfer 3d6 (target's DEX to Herculan's DEX)	4
4u	3) <i>Stamina Leeching</i> : Transfer 3d6 (target's STUN to Herculan's STUN)	4
41	<i>Modified Fassai Space Armor</i> : Multipower, 62-point reserve, all OIF (-½)	
4u	1) <i>Gauntlet Blazer</i> : EB 10d6, Reduced Endurance (½ END; +¼); OIF (-½)	2
4u	2) <i>Blinding Pulse</i> : Sight, Hearing, And Radio Group Flash 10d6; OIF (-½)	6
2u	3) <i>Jetpack</i> : Flight 10", x4 Noncombat, Reduced Endurance (½ END; +¼); OIF (-½)	1
12	<i>Modified Fassai Space Armor</i> : Armor (6 PD/6 ED); OIF (-½)	0
4	<i>Modified Fassai Space Armor</i> : Life Support (Safe Environments: High Radiation, Intense Cold, Low Pressure/Vacuum); OIF (-½)	0
5	<i>Fassai Eyes</i> : Ultraviolet Perception (Sight Group)	0

Skills	
4	+2 with Punch
3	Computer Programming 13-
1	Language: English (basic conversation; Fassai is native)
1	AK: Malva 8-
2	KS: Earth's Superhumans 11-
2	Navigation (Space) 13-
2	PS: Gladiator 11-
2	PS: Fassai Military Commander 11-
3	Tactics 13-
2	TF: Science Fiction And Space Vehicles

Total Powers & Skill Cost: 151

Total Cost: 350

200+ Disadvantages

30	Hunted: Champions 11- (Mo Pow, NCI, Capture)
25	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
10	Physical Limitation: Knows Little Of Earth Culture (Frequently, Slightly)
15	Psychological Limitation: Fassai Code Of Honor (Common, Strong)
15	Psychological Limitation: Overly Aggressive; Can't Show Weakness, Refuse A Challenge, Or Accept Defeat (Common, Strong)
10	Psychological Limitation: Hunting Ironclad (Uncommon, Strong)
15	Social Limitation: Public Identity (Tren Tarrec Dazeur of the Fassai) (Frequently, Major)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)

Total Disadvantage Points: 350

Background/History: Far from Earth, on the other side of the Milky Way's galactic core, lies the Velarian Confederation, a union of several species and dozens of inhabited worlds. By the time of Earth's late twentieth century, the once-peaceful Confederation was wracked by interstellar civil war. Two species, the Renghadi and the Fassai, were fighting with three other species for political and economic control of the Confederation.

Unfortunately, the war was not going well for the allies. To make up for their losses of ships and men, the Hundred Houses of the Fassai embarked on a program of genetic mutation to create super-powered soldiers. Each House agreed to volunteer one of its children for the program, so that their sacrifice would inspire the people to fight harder.

House Dazeur, a proud and ancient family fallen on hard times in recent centuries, chose Tren Tarrec, fourth son of the Dazeur patriarch. A computer scientist by profession, Tren Tarrec had no interest in becoming a soldier, but his honor and obligation to his family dictated that he obey without question.

He reported to the United Fassai Army Medical Complex and was sent to a lab. The technicians strapped him down, injected him with certain chemicals, bathed him with special mutative rays, and sat back to watch the results. Within three hours, Tarrec's muscle mass had increased exponentially, and he'd developed the power to leech an enemy's strength, agility, or stamina into his own body! Christened *Du'sai Gett'ta* (roughly, "Sergeant Strength"), Tarrec was given a costume and sent to the front.

One taste of battle was all Tren Tarrec needed. Terrified by the sounds of blaster fire, the screams of the wounded, and the thunder of artillery, he ran to an escape capsule, punched in a random direction code, and left the Velarian Confederation behind forever as he drifted off into cold sleep.

Years later, he awakened to find that his journey had brought him into what was once the territory of the Malvan Empire, but was now a

lawless hinterland — the Malvans had long ago abandoned their empire to devote themselves to hedonistic pursuits. Tarrec soon learned one of these “pursuits” was watching gladiatorial combats... and that superpowered gladiators were in great demand.

The battlefield was frightening, but with his powers, Tarrec had no difficulty participating in one-on-one duels against other superpowered foes. Before long he was one of the most popular of the combatants, with only the Dorvalan metalman, Drogen Lar, and the fire-wielding Malvan, Ariax Thone, to rival him. Tarrec grew to hate them both, particularly Lar, who handed him several humiliating defeats. Still, these were good times.

But good times always come to an end. As the years passed, the gladiatorial battles became bloodier and bloodier, as the Phazor of Malva demanded greater spectacle. Tarrec became disgusted; he may have abandoned his honor to flee his homeland, but this was not for him. He could tell that his rivals felt the same way.

It was not long afterward that Drogen Lar stole a Malvan starcraft and escaped from the Phazor’s clutches. Realizing that if Lar could do it, he could, too — and unwilling to let his hated rival leave him behind — Tarrec formulated his own plan. Late one night he overpowered some guards, then used their security passes to get into a restricted area and steal a starship. The Malvan security grid tried to stop him, damaging his ship in the process, but he escaped. Programming his ship to follow Lar’s energy wake, he found himself hurtling across the galaxy at speeds far greater than any Fassai had ever attained before.

As he approached the end of Lar’s journey — a blue-green planet its inhabitants called Earth — he discovered to his horror that the damage from the Malvan attack was more serious than he’d thought. He was going to crash! It took all his strength, agility, and luck to land the one-man scout ship without destroying it or injuring himself.

With proper military discipline, the first thing he did was go look for the replacement parts he’d need to fix his ship. All he got was stares of disbelief and terror; people on this world weren’t used to seeing aliens. Nor was their technology advanced enough for him to use. He

returned to where he’d left his ship, only to find a group of these primitive natives demolishing it — apparently they thought it was part of an “alien invasion” or something.

Angered to see them destroying his one way off this planet, he struck one of them. To his dismay, they proved as fragile as they were stupid; he nearly killed the man. Soon the newspapers and television reporters were talking about “hostile aliens,” and somehow his strength earned him the nickname “Herculan” (whatever that meant).

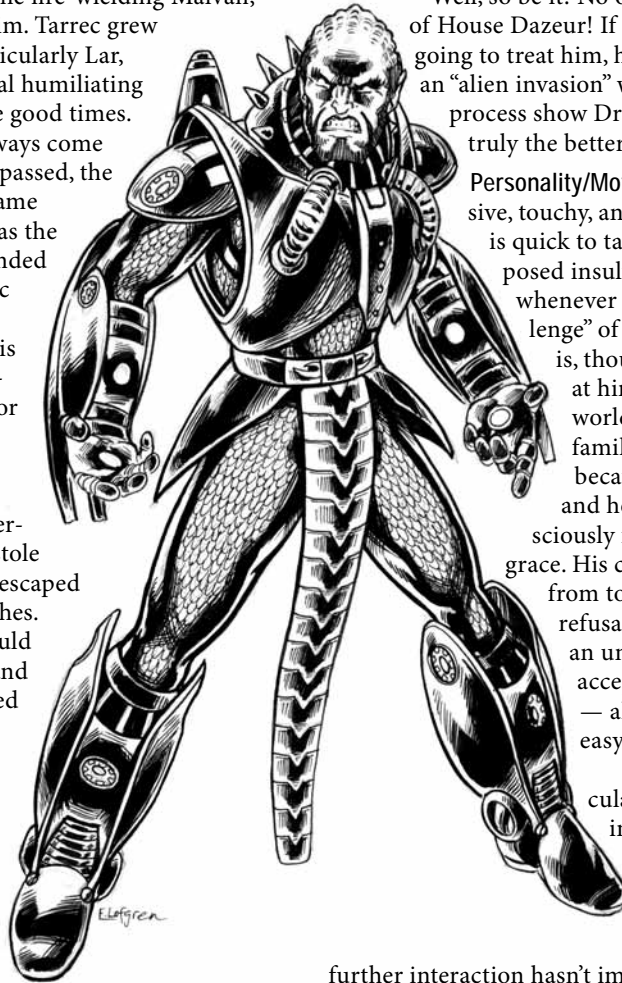
Well, so be it! No one insults a Fassai of House Dazeur! If that’s how they were going to treat him, he’d show them what an “alien invasion” was like — and in the process show Drogen Lar who was truly the better warrior.

Personality/Motivation: Aggressive, touchy, and hostile, Herculan is quick to take offense at supposed insults and resort to force whenever he perceives a “challenge” of any sort. The truth is, though, that he’s angry at himself more than the world. He ran from his family and his obligations because of his cowardice, and he just can’t consciously face up to that disgrace. His criminal career results from too much bravado, a refusal to look “weak,” and an unwillingness to ever accept defeat gracefully — all of which make him easy to manipulate.

The fact that Herculan holds Humans in such low regard doesn’t help matters. His first contact with them did not exactly go well, and

further interaction hasn’t improved his opinion of the “barbarians.” He finds their primitive conduct faintly ridiculous (at best) or suicidal (at worst) — things like smoking, professional sports, and movies don’t make much sense to him. He sometimes entertains hopes of enlightening these poor, dim-witted fools.

Herculan tries to follow the traditional Fassai code of honor, which dictates that he must not settle for anything less than the best he deserves. That means he’s always striving to prove himself as a warrior, so he can feel he “earned” whatever it is he feels like stealing (or the money an employer pays him). If does not believe he’s earned his reward, he won’t take it. Furthermore, Fassai warriors do not kill their enemies, unless the enemy refuses an offer to surrender, so Herculan is willing to accept requests for mercy, and expects his (should he ever have to make one) to be honored as well.



Quote: “Even barbarians such as you must be fought honorably.”

Powers/Tactics: Herculan is a mutated alien with three distinct sets of powers. The first are his generally enhanced Characteristics; he’s much stronger, faster, and tougher than the average Human (or Fassai). Second, he can, by touching another person, cause the victim’s strength, stamina, or agility to transfer to him (thus increasing his STR,



Professional Rivalry?

‘Yes, I remember “Herculan,” or Tren Tarrec Dazeur, as I knew him. He belongs to a species called the Fassai that my people have never heard of or had contact with; I’m not even sure they have FTL travel capability. I don’t know much about them; Dazeur and I didn’t exactly talk about things like that.

‘In fact, we usually didn’t talk much at all; we only interacted in the Malvan arena. Even back then, he was powerful; his leeching powers made it difficult to come to grips with him, much less defeat him. The longer the fight lasts, the better he gets and the worse you get; eventually, the balance tips and he wins. The best way to beat him, I found, was to goad him into attacking too quickly too soon, and then try to finish him off while he’s still relatively weak. His natural strength and speed make that difficult, but it’s better than the alternative.

‘Dazeur was one of the Phazor’s great favorites. I got the idea the Phazor saw him as some sort of half-bestial proto-Malvan, like what his people were hundreds of thousands or millions of years ago. Dazeur was his “noble savage,” as I believe you Humans put it.’

— *Ironclad of the Champions*

DEX, or STUN). Third, he wears a suit of Fassai Space Armor, which Fassai technologists modified to draw off his own personal energy instead of a built-in battery. The suit allows him to fly, fire force-blasts, or project a multi-spectral “blinding pulse.”

His military training and years of gladiatorial experience make Herculan a cagey, effective combatant. He prefers to fight hand-to-hand, using his Strength to punch and crush. He uses his Strength Leeching against other “bricks,” his Agility Leeching against martial artists and energy projectors, and his Stamina Leeching against just about anyone. A Grab, followed by Strength or Stamina Leeching, is a favorite tactic.

Like all Fassai, Herculan’s mind is unusually susceptible to the effects of Mental Powers. He’s well aware of this problem, and tries to hide from or avoid mentalist foes.

Campaign Use: Herculan makes a good mercenary villain or villain team member. It shouldn’t be too difficult for a clever villain to find a way to play on Herculan’s honor or other emotions to get him to follow a particular course of action. Additionally, Herculan can tie in to many plots or story ideas involving aliens; maybe he wants to find a ship he can use to get home, or the Fassai somehow track him down.

If Herculan isn’t tough enough to challenge your PCs, increase his STR or the number of dice in his Transfer. You might even consider making the Transfer a Ranged attack. If he’s too tough, get rid of his *Modified Fassai Space Armor* Multipower, and maybe reduce his Transfers to 2d6 each.

Herculan Hunts Ironclad, hoping to one day defeat his old enemy once and for all. He doesn’t Hunt anyone else; Ironclad takes up all of his focus.

Appearance: Herculan is a Fassai, a humanoid species with dark skin, noted for the furrowed ridges and relative lack of hair on their heads. He wears a black and grey suit of modified Fassai space armor with prominent blasters and jetpack.

SUPER-GLADIATORS OF MALVA

Page 147 describes the gladiators who fight in the Malvan arenas, including a few who, like Herculan, have super-powers. Some of the most prominent of these superhuman warriors (with stage names translated into English, if appropriate) include:

Dr’zheem: An alien of unknown species, with multiple tentacle-like arms and a flexible, stretchable body. Even the strongest gladiators find it difficult to get a grip on him... or to escape his grasp.

Frostbite: A mutant Malvan with ice powers. Frostbite was once a great rival of Ariax Thone, given the diametrically-opposed nature of their abilities, but Firewing dwarfs him in power.

Jaa’lu Darkmaw: An Ackálian with the ability to assume various bestial and half-bestial forms. Strong and swift, his powers allow him to adapt his fighting style to different opponents.

Malachite: A super-strong alien made of green rock.

Although a favorite of the crowds due to his general bonhomie, he loses as often as he wins.

Shomak: An alien of unknown species who claims that his powers of invisibility and befuddlement derive from his mastery of occult lore.

Steelhand: A Toractan with metal-control powers, able to sheath himself in super-dense metal, instantly form blades and clubs to hit his opponent with, and so forth.

Terala Shain: One of the few female super-gladiators. Although not truly super-strong, she’s much stronger than her fellow Malvans, deadly accurate with her punches and kicks, and at times blindingly fast.

Whirlwind: A mentalist/psychokinetic with powers that can only affect his body and people he touches, renowned for his ability to “whirl” himself and hurl his opponents across the arena.

HOLOCAUST

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
27	DEX	51	14-	OCV: 9/DCV: 9
30	CON	40	15-	
20	BODY	20	13-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
				Total: 32 PD (18 rPD)
				Total: 32 ED (18 rED)
				Phases: 2, 3, 5, 6, 8, 9, 11, 12
30	PD	22		
30	ED	24		
8	SPD	43		
20	REC	12		
100	END	20		
70	STUN	15		Total Characteristics Cost: 332

Movement: Running: 9"/18"
Flight: 30"/60"

Cost Powers END

100	<i>Eyebeams:</i> Multipower, 100-point reserve	
10u	1) <i>Power-beams:</i> Energy Blast 20d6	10
9u	2) <i>Basic Eyebeams:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) <i>Focused Eyebeams:</i> Energy Blast 12d6, Armor Piercing (+½)	9
7u	4) <i>Cone Eyebeam:</i> Energy Blast 10d6, Area Of Effect (11° Cone; +1); No Range (-½)	10
9u	5) <i>Homing Eyebeams:</i> Energy Blast 10d6, Indirect (always originates with character, but can attack from any angle; +½), Reduced Endurance (½ END; +¼)	4
30	<i>Telekinetic Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Kinetic Manipulation:</i> Telekinesis (40 STR)	6
60	2) <i>Telekinetic Flight:</i> Flight 30", Reduced Endurance (0 END; +½)	0
11	<i>Spiked Gauntlets:</i> HKA 1d6, Armor Piercing (+½); OIF (-½), No STR Bonus (-½)	0
60	<i>Energy Conversion:</i> Variable Power Pool (Absorption Pool), 50 base + 25 control cost; Only For Absorption (-1½)	0
16	<i>Toughness:</i> Damage Resistance (16 PD/16 ED)	0
60	<i>Energy Control:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
4	<i>Armored Costume:</i> Armor (2 PD/2 ED); OIF (-½)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
42	<i>All-Sense:</i> Detect Physical Objects and Energy 14- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0

Perks

32	Contacts: various, in American government and high society
15	Money: Filthy Rich

Skills

15	+5 with Eyebeams Multipower
6	+3 with Flight
3	Computer Programming 14-
3	Conversation 15-
3	High Society 15-
2	CK: New York City 11-
2	CK: Washington, D.C. 11-
2	KS: American Politics 11-
3	KS: The Superhuman World 14-
3	Oratory 15-
3	Persuasion 15-
3	Riding 14-
3	Seduction 15-
3	Stealth 14-
4	TF: Large Motorized Boats, SCUBA, Snowmobiles, Snow Skiing

Total Powers & Skills Cost: 568
Total Cost: 900

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Enraged: by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
20	Psychological Limitation: Megalomaniac; Determined To Rule The World (Very Common, Strong)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Social Limitation: Secret Identity (Geoffrey Haganstone) (Frequently, Major)
10	Unluck 2d6
565	Experience Points

Total Disadvantage Points: 900

Background/History: Geoffrey Haganstone was born to power — in more ways than one.

The son of Senator Albert Haganstone of Pennsylvania and his socialite wife Clarice, Geoffrey was a precocious child, far more intelligent and active than his years would indicate. Born into a family of wealth and privilege, he lacked for nothing; many people predicted he would succeed to his father's Senate seat one day.

When he was a teenager, Geoffrey manifested mutant powers — the ability to control and project energy. Concerned about "scandal," the Haganstone family kept his superpowers secret, thus allowing him to develop his abilities without hindrance.

By the time he finished college, Geoffrey's combination of power, privilege, and wealth had combined to make him haughty and condescending. He realized he, and he alone, was fit to lead the peoples of the world — and with his abilities, he *could* conquer them. The thought of ruling Earth soon came to obsess him, but he knew even he, by himself, would find it hard to conquer humanity if

HOLOCAUST PLOT SEEDS

Holocaust steals some biological weapons from the stockpiles of the former Soviet Union, and threatens to attack Millennium City with them if the President does not turn control of America over to him. The PCs have to track him down and stop him... without damaging any of the germ canisters.

Holocaust walks into the main generator for Millennium City and begins absorbing energy. When he's reached his maximum, he departs, seething with power, to destroy the PCs' headquarters and kill them all.

Holocaust and Gravitator have a brief affair. They're frightening enough as a couple, but the breakup is worse — since they take their anger out on each other by battling in the middle of New York City. The PCs have to stop this "lover's spat."

people did not fear him. Only through fear could his lessers learn the obedience and discipline they so badly needed.

Fashioning a costume and choosing a name — Holocaust — designed to inspire fear, Geoffrey started his supervillain career by attacking the Empire State Building in 1983. The Justice Squadron defeated him, but only barely, and he escaped at the last minute. He has tried to destroy major landmarks and institutions, or conquer the world, many times, never succeeding — but never being captured, either. He's convinced it's only a matter of time before he finds a way to triumph.

Personality/Motivation: Holocaust is an overweening megalomaniac, arrogantly certain he's superior to everyone else on Earth and destined to rule the planet. He has so little regard for his "future subjects" that he'll kill them for the slightest reason — defying him, not obeying him fast enough, spilling his coffee. His lack of restraint has caused him problems in the past (it's hard to get information from a dead person, for example), and undoubtedly will again in the future.

Despite his general attitude, Holocaust does feel some stirrings of *noblesse oblige*. One of the easiest ways to manipulate him is to appeal to his "honor" or his "concern for your people." That doesn't always work, but sometimes he falls for it.

Quote: "On your knees! I intend to rule this world,

and those who obey me will find themselves rewarded. Those who do not will be punished."

Powers/Tactics: Holocaust is a mutant with extensive energy control powers. In addition to projecting powerful force-bolts from his eyes, he can move objects telekinetically, absorb any type of force and convert it to enhance any of his abilities (his Energy

Conversion VPP), diminish the energy of attacks against him, or fly.

In combat, Holocaust relies on his Eyebeams. His Homing Eyebeams allow him to alter the direction of the energy so it arcs around to attack an enemy from behind, turns corners to hit someone trying to hide behind cover, and so forth. He'll set his Energy Conversion VPP to work off of his enemies' most common type of attack, and usually have it feed into his STR, STUN, or Eyebeams.

Because he uses END so quickly, due to his high SPD, Holocaust often takes Recoveries during a Turn (particularly on his Phases in Segments 9 and 11). If he expects a long fight, he may use his Absorption to feed his END, too (half to END, half to STUN is a favorite combination).

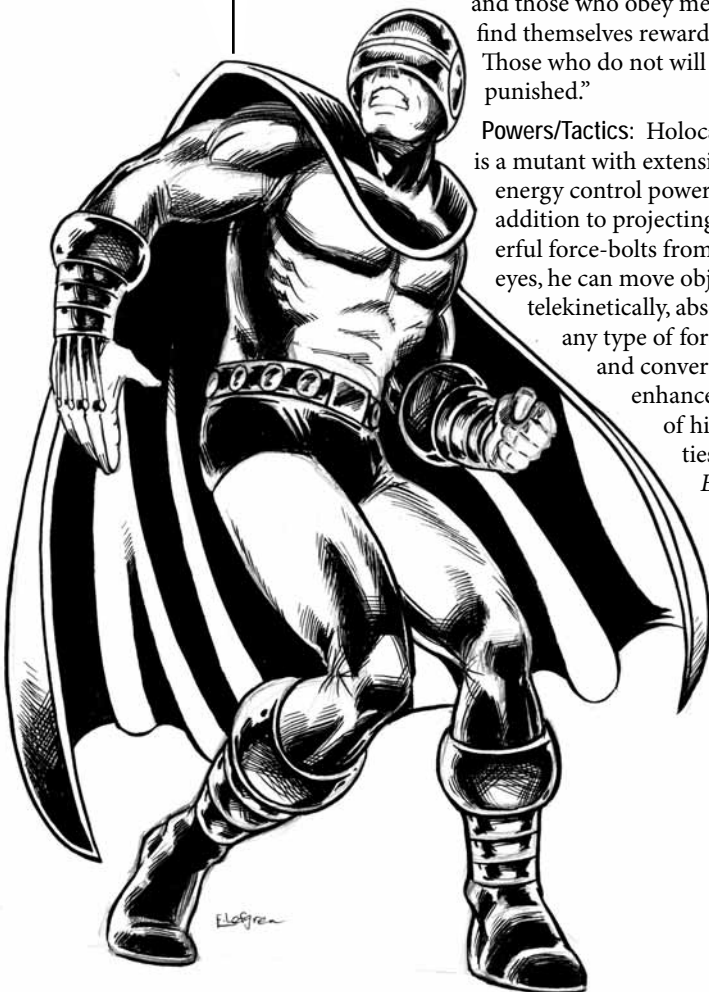
Campaign Use: Holocaust is a master villain of the second water. He lacks the Skills and true power to conquer the world on his own, though he's determined to keep trying. He often hires other villains to help him carry out his plans and provide combat support. He should be able to stand against the PCs by himself for at least a few Phases, if not an entire combat.

Making Holocaust more powerful is easy. All you have to do is think of other ways he could "control energy," and then give him the appropriate powers. A large Variable Power Pool for Energy Control effects wouldn't even be out of the question. If you want to make him weaker, reduce the Active Points in his Multipower reserve to 90 or 75, give him a single type of Absorption (with the *Varying Effect* Advantage), decrease or remove his Telekinesis, and reduce his SPD to 6.

Holocaust readily Hunts heroes. It takes little to anger him to the point where he considers a particular hero (or team) an enemy fit only to be destroyed. He'll launch schemes of world conquest specifically arranged to attract his enemy's attention, then ambush him while he tries to stop the plan.

Appearance: Holocaust's costume is a red bodysuit, with purple boots, trunks, gloves, and gorget that also have a scale motif to them. His belt is gold, and there are gold patches on the inner wrists of his gloves. Spikes on the knuckles of his gloves make his punches deadlier than normal. He covers his head with a purple helmet that has a lightning bolt-like yellow design on top, and a green eyebar from which he projects his Eyebeams. The helmet leaves his mouth exposed. He also wears a purple cape.

Geoffrey Haganstone is a handsome, athletic man in his 30s, with a winning smile and somewhat arrogant demeanor. He's well-known on the American social circuit.



HORNET

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
22	DEX	36	13-	OCV: 7/DCV: 7
23	CON	26	14-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	

15	PD	9	Total: 15 PD (5 rPD)	
12	ED	7	Total: 12 ED (5 rED)	
5	SPD	18	Phases: 3, 5, 8, 10, 12	
11	REC	0		
46	END	0		
41	STUN	0	Total Characteristics Cost: 145	

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
30	<i>Insect Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Sting:</i> Drain STUN 6d6	6
30	2) <i>Sting Blast:</i> Energy Blast 12d6	6
20	3) <i>Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Restrained (-½)	0
30	4) <i>Insect Size:</i> Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB)	6
5	<i>Exoskeletal Skin:</i> Damage Resistance (5 PD/5 ED)	0
5	<i>Multifaceted Eyes:</i> Infrared Perception (Sight Group)	0
10	<i>Multifaceted Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
10	<i>Wallcrawling:</i> Clinging (normal STR)	0

Talents

22 *Insect Senses:* Danger Sense (self only, out of combat, Sense) 13-

Skills

4 +2 with Sting
3 SS: Biology 12-
3 SS: Chemistry 12-
3 SS: Entomology 12-

Total Powers & Skills Cost: 205

Total Cost: 350

200+ Disadvantages

20 Enraged: in combat (Common), go 11-, recover 11-
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: VIPER 8- (Mo Pow, NCI, Capture)
10 Hunted: Thunderbird 8- (As Pow, Kill)
20 Psychological Limitation: Constant Bitterness; Feels The World Owes Him (Very Common, Strong)
15 Psychological Limitation: Hatred Of Humanity (Common, Strong)

15 Social Limitation: Secret Identity (Gerald Byrne) (Frequently, Major)
10 Unluck 2d6
20 Vulnerability: 2 x Effect from Chemicals/Poisons/Drugs (Common)

Total Disadvantage Points: 350

Background/History: After watching his mother die slowly of cancer, Gerald Byrne was determined to find some way to keep that sort of tragedy from affecting others. He began to study medicine, but an interest in entomology eventually sidetracked him into becoming a research biologist instead of a doctor.

One day, he heard about a tribe of Indians in the Amazon Jungle that suffered from almost no diseases because of their diet, which included several types of unusual insects. Intrigued, and thinking perhaps he might yet find the cure for cancer he'd always sought, Byrne journeyed deep into Amazon to find this tribe and learn if the rumors were true.

Before he encountered the tribe, he came to a strange clearing in the jungle, filled with mounds that looked like crosses between the nests of wasps and termites. Intrigued, he investigated, only to arouse the inhabitants. A bizarre form of flying insect, unlike anything he'd ever seen before, swarmed out of the mounds and began stinging him. Crazy with pain and fear, he ran until he came to a spring, then dove in and remained submerged until the bugs flew away.

By the time he crawled out of the spring, he was already feeling ill. The next several days were a blur of pain and misery. Finally, his symptoms began to subside, and with them much of his humanity ebbed away as well. Somehow the insects' venom had transformed Byrne into a man-insect hybrid. He no longer felt sympathy or compassion; now he regretted all his attempts to help others, and decided the world owed him for all his efforts.

Returning to civilization, he became the Hornet, a fearsome costumed criminal. He worked with VIPER for a while, but eventually left; now VIPER wants him back so it can experiment on him and perhaps find a way to give its agents some of his powers.

Personality/Motivation: Hornet is filled with a bitterness, hatred, and rage whose causes he can't fully articulate (primarily because they come from his half-insect nature, not any legitimate grievance). He feels he's been taken advantage of and abused, and that he's entitled to hurt people and steal to make up for it. He doesn't take any responsibility for bad things that happen to him, or even just shrug them off as unlucky breaks; he finds a way to blame *someone* for his every misfortune.

At times (particularly in battle), Hornet's general loathing for humanity takes control of him, making him lash out with his most powerful attacks. Once or twice he's ruined an employer's plans by succumbing to these impulses, giving him a poor reputation in the supervillain community.

Quote: "Not *bugging* you, am I?"

Powers/Tactics: Ordinarily, Gerald Byrne looks like

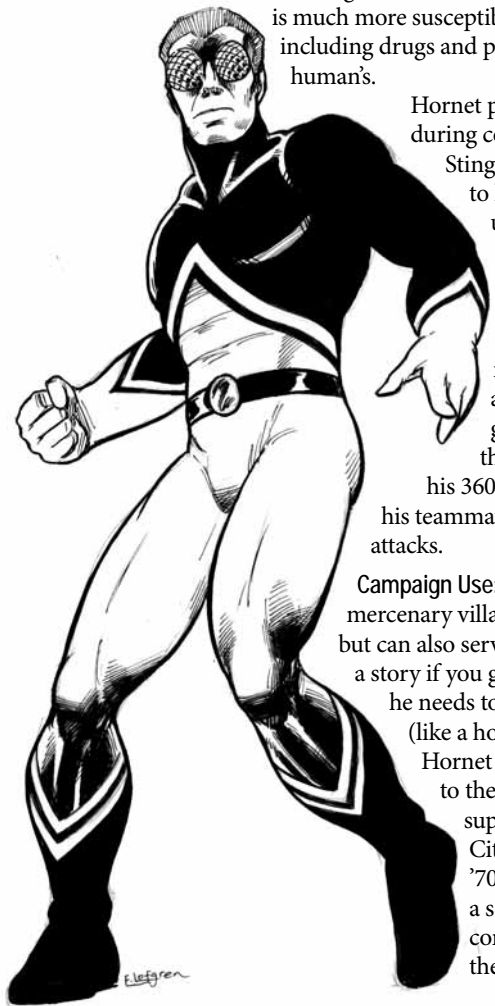
HORNET PLOT SEEDS

Hornet creates a swarm of giant, mutant wasps (see the *HERO System Bestiary*, page 92). He plans to loot the city's banks while the heroes are busy dealing with his "pets."

Hornet kidnaps several people, mutates them with an extraction of the insect venom that gave him his powers, and forms them into the Swarm, a supervillain team under his leadership. Now he can take over the world and transform *everyone* into bug-men!

People killed by Hornet's stings begin to "return to life" as horrible half-man, half-insect zombies. The only way for the PCs to stop them is to develop a "counter-agent" from Hornet's own blood. But where is he?

an ordinary person. When he activates his power, he unleashes his “insect nature” and becomes a half-human, half-insect hybrid. His skin becomes hard and chitinous, his eyes bulge out and become multifaceted, and wings sprout from his shoulderblades. As the Hornet, he can fly, shrink down to insect size, and “sting” his enemies by touch or from a distance. His other insectile powers include the ability to see all around him, detect minute changes in air patterns which alert him to danger, and cling to walls and ceilings. Unfortunately, his altered metabolism is much more susceptible to chemical weapons, including drugs and poisons, than a normal human’s.



Hornet prefers to remain in the air during combat and attack with his Sting Blast; he’ll only get close to his enemies if he has to use his Sting. He usually activates his Shrinking as well, though he has to be careful because it’s pretty END-intensive in combination with his attacks. If fighting in a group, he keeps an eye on the entire battlefield with his 360 Degree vision, and alerts his teammates to potential surprise attacks.

Campaign Use: The Hornet is a useful mercenary villain for some scenarios, but can also serve as the main villain of a story if you give him the resources he needs to take on an entire team (like a horde of giant insects). This Hornet is not related in any way to the Hornet, the infamous superhero active in New York City during the 1960s and ’70s, but you could design a scenario that exploits any confusion about the two of them.

To make the Hornet more powerful, give him more insect powers: stings with deadly venom (RKA, NND, Does BODY, No Range), the ability to spit or spin sticky goo (Entangle), powers derived from stink bugs or bombardier beetles, and so forth. In time, he may become more and more insect-like, eventually losing the ability to return to normal human form at all. If he’s too strong for your game, reduce the Active Points in his Multipower reserve (or at least some of the slots) and get rid of his Danger Sense.

Appearance: The Hornet wears a costume patterned after his namesake. It’s a yellow-gold bodysuit, but at about the sternum the gold ends in an upward-pointing chevron shape, and the upper chest, shoulders, and arms are black. The boots are black, and the gloves yellow-gold. He wears no mask, his hair is a buzz cut, and his eyes are bulging, multi-faceted insect type eyes.

HOWLER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
				Total: 27 PD (20 rPD)
7	PD	4		Total: 27 ED (20 rED)
7	ED	2		Phases: 3, 5, 8, 10, 12
5	SPD	14		
8	REC	0		
46	END	0		
30	STUN	1		Total Characteristics Cost: 121

Movement: Running: 6”/12”
Flight: 20”/40”

Cost	Powers	END
20	<i>Sonic Powers:</i> Elemental Control, 60-point powers; all OIF (amulet; -½)	
20	1) <i>Sonic Scream I:</i> Energy Blast 12d6; OIF (-½)	6
47	2) <i>Sonic Scream II:</i> Energy Blast 10d6, Variable Advantage (+½ Advantages; +1); OIF (-½)	var
40	3) <i>Sonic Scream III:</i> Energy Blast 6d6, Variable Advantage (+1 Advantages; +2); OIF (-½)	var
22	4) <i>Deafening Scream:</i> Hearing Group Flash 14d6, Reduced Endurance (0 END; +½); OIF (-½)	0
20	5) <i>Sonic Screen:</i> Force Field (20 PD/20 ED), Hardened (+¼), Reduced Endurance (½ END; +¼); OIF (-½)	2
20	6) <i>Riding The Soundwaves:</i> Flight 20”, Reduced Endurance (0 END; +½); OIF (-½)	0
32	<i>Pump Up The Volume:</i> Absorption 4d6 (energy), all Sonic powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼); OIF (amulet; -½), Limited Phenomena (sonics only; -½)	0
30	<i>Sonic Immunity:</i> Energy Damage Reduction, Resistant, 75%; OIF (amulet; -½), Only Works Against Sonics (-½)	0
3	<i>Enhanced Hearing:</i> Ultrasonic Hearing (Hearing Group)	0
6	<i>Enhanced Hearing:</i> +3 PER with Hearing Group	0
Talents		
3	Perfect Pitch	
Skills		
6	+2 with Sonic Powers EC Attacks	
5	Mimicry 13-	
2	AK: Africa 11-	
2	AK: The Middle East 11-	
2	AK: Millennium City University 11-	
4	KS: Ancient History 13-	

- 3 KS: The Archaeological World 12-
- 2 PS: Archaeologist 11-
- 2 PS: Professor 11-
- 3 PS: Singing 13-
- 2 SS: Archaeology 11-
- 2 SS: Sonics 11-
- 3 Stealth 14-
- 5 Ventriloquism 13-

Total Powers & Skills Cost: 306
Total Cost: 427

200+ Disadvantages

- 40 Dependence: must remain in contact with her amulet or take 2d6 damage per Turn (Uncommon)
- 5 Distinctive Features: sultry voice (Easily Concealable, Noticed And Recognizable)
- 20 Hunted: Sentinels 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Superstitious (Common, Strong)
- 15 Psychological Limitation: Xenophobia; Fears Aliens Will Try To Take Amulet Away (Common, Strong)
- 5 Rivalry: Professional (with another archaeologist)
- 15 Social Limitation: Secret Identity (Susan Sonderheim) (Frequently, Major)
- 20 Vulnerability: 2 x STUN from Electricity (Common)
- 52 Experience Points

Total Disadvantage Points: 427

Background/History: In 1991, Susan Sonderheim was an archaeologist working on a dig in the African jungle, where a survey team had found the remains of some interesting structures that didn't seem to fit any other known civilization native to that region. While working on an outlying mound by herself, she heard a loud noise — almost like a machine — off in the jungle. Curious, she left her worksite to see what was causing the disturbance.

She crept up through the jungle and came upon a most intriguing scene. A group of men, being led by a tall, strong-looking man carrying a rifle, were using a diesel crane to move a strange object. At first she took it for some sort of airplane, but she soon realized it was actually an alien spaceship! She watched the men work, careful not to reveal her presence, but keeping her eyes open for a way to obtain something from the ship for herself. An alien artifact would be the find of a lifetime. She'd get tenure. She'd get *rich*!

Soon her watchfulness paid off. As the ship was lifted out of the crater it had made in the jungle, she saw a small object fall from inside. While the men's

attention was focused on getting the ship safely onto a flatbed truck, she darted out from her hiding place, snatched the object from the ground, and got back behind cover. She stuffed it in her pocket and snuck away as quietly as she could.

When she decided she'd gotten away without anyone noticing her, she took the object out of her pocket and looked at it. It was... odd. Definitely an amulet or necklace of some sort, she figured, but nothing from any Earth culture she'd ever heard of. Intrigued, she unclasped it and put it on.

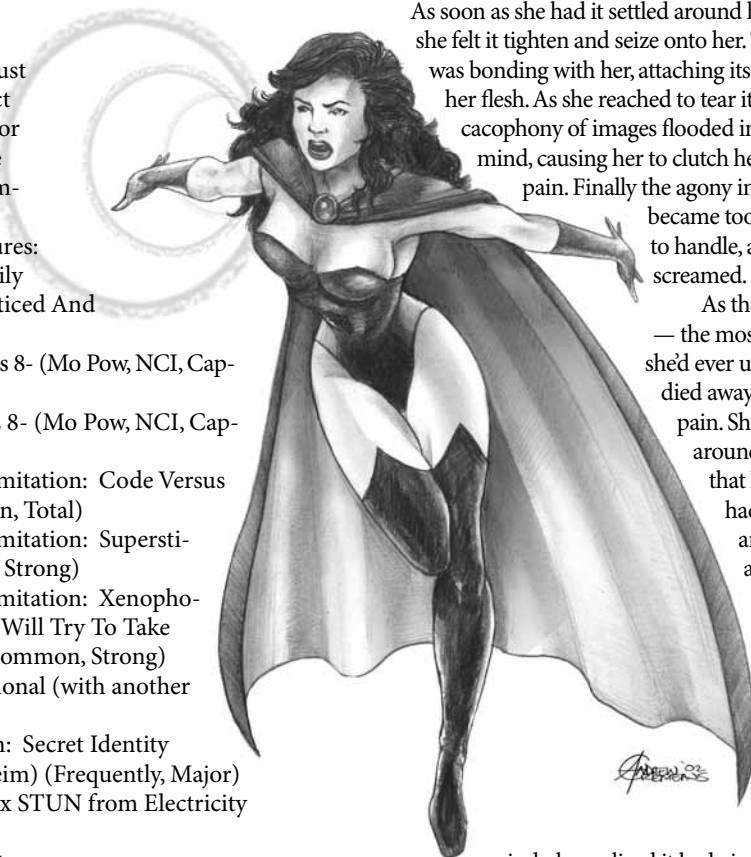
As soon as she had it settled around her neck, she felt it tighten and seize onto her. The amulet was bonding with her, attaching itself to her flesh. As she reached to tear it away, a cacophony of images flooded into her mind, causing her to clutch her head in pain. Finally the agony in her skull became too much to handle, and she screamed.

As the scream — the most intense she'd ever uttered — died away, so did the pain. She looked around, and saw that her scream had shattered, and in places almost liquified, a nearby tree. As the amulet continued to interact with her

mind, she realized it had given her superpowers — she could control sound! She laughed — a throaty, melodic laugh far richer and more vibrant than she'd ever laughed. The amulet was hers now, and she wasn't going to let the aliens, or anyone else, take it.

Since then, Sonderheim, as Howler, has used her sonic powers to commit crimes. Though she still works as a professor to maintain some semblance of a normal life, she's not the woman she once was. She's something far, far better.

Personality/Motivation: Howler's once ordinary (if somewhat self-centered and greedy) personality has been significantly warped by her contact and merging with the Hzeel amulet (a communications system central processing link, normally worn by a starship's pilot or communications officer). She's become suspicious and paranoid, especially where aliens (or anyone who looks like he might be an alien) are concerned — xenophobia in the true sense of the word. She's particularly scared that the aliens, or even someone else, will take the amulet away from her, which would lead to her death (see below). She's even become extremely superstitious, planning crimes for "lucky days" and cancelling jobs at the least little "dark omen." She has a skilled astrologer cast a horoscope for her at least once a month.



**HOWLER
 PLOT SEEDS**

Unbeknownst to Howler, every time she uses her powers, she sends signals to the Hzeel homeworld. Even now, a Hzeel raiding ship, protected by stealth technology, is approaching Earth to kill her and recapture the amulet. The heroes have to figure out what's going on when Hzeel hunter-seeker teams begin criss-crossing the city to find Howler, and then keep them from starting a battle royale that could kill dozens of innocent people.

Howler decides that since the number 13 is unlucky for normal people, it must be lucky for her. She plans a series of 13 crimes centered around the number 13. The heroes have to figure out who's behind this strange crime wave and stop it.

Howler hears about a strange artifact, similar to her amulet, that was recovered from an archaeological dig in Egypt. Is it something that could augment her powers... or another type of device altogether?

LADY BLUE PLOT SEEDS

Lady Blue receives a secret EPA report accusing the Wildson Corporation of causing excessive cancer rates in Frederickville, Michigan with illegal pollution. Determined to make Wildson pay, she begins a crime campaign against them, distributing the proceeds to the citizens of Frederickville. But what happens when she, and the PCs, find out one of Wildson's competitors tricked her with a phony report?

Lady Blue is scheduled to appear on the nationwide morning talk show, *Get Up And Going!*, by broadcasting from a secret location. Will the PCs try to trace the broadcast and arrest her? If not them, how about some supervillains whom she's angered by robbing them? — and if so, will the PCs arrive in time to save her?

Holocaust develops a "crush" on Lady Blue and decides she must be his consort. He begins pursuing her — and he won't take no for an answer. Unable to fend him off, Lady Blue turns to the PCs for help.

Quote: "Want to hear what pain feels like?"

Powers/Tactics: Howler's sonic powers derive from the alien amulet she wears. Once a part of a Hzeel scoutship's communications system, it has merged with her Human body and, in the process, granted her the ability to project powerful blasts of focused sound, deafen others with an appropriately-tuned scream, protect herself with a sonic force-field, and even use sonic projections to propel herself through the air! She can also absorb sonic attacks, thus increasing her own powers, and is virtually immune to damage from such attacks.

Unfortunately, her powers did not come without a price. The Hzeel amulet (which she works into a necklace to disguise it in her civilian identity) has actually merged with her physically and altered her physiology. Not only would removing the amulet cause her a minor wound (1 BODY), but because she's become physically dependent upon it, she'll quickly lapse into a coma and die without it. The changes to her biology and the presence of the necklace have also made her more vulnerable to electricity attacks.

Unlike Warcry (page 41), whose powers derive from a similar source, but are much more limited, Howler is a versatile combatant, and relies on that versatility in combat. She'll usually start out with a straightforward Energy Blast, using her Variable Advantage attacks to switch to NNDs, Armor Piercing or Penetrating blasts, and Explosions of focused sound if necessary. She's been in plenty of super-battles and knows how to handle herself; she won't react foolishly or hot-headedly unless her paranoia gets the better of her.

Campaign Use: Although Howler sometimes forms her own gang, she usually works best as part of a more powerful villain's team of henchmen. The trick to recruiting her is overcoming her paranoia and xenophobia. That in itself could make for an interesting plot development point. Her connection to the Hzeel also provides fodder for scenarios; she might switch sides and become a hero for a while to stop Hzeel invaders or prevent other "aliens" from taking her amulet.

To make Howler more powerful, increase the points in her Elemental Control slots, making each one 75 or 90 Active Points, or even replace the EC with a Variable Power Pool. You could also add slots, perhaps drawing upon Warcry's powers for inspiration. To weaken her, get rid of her Flight and Absorption, and decrease most of her attack abilities to 50 Active Points.

Howler won't normally get involved with Hunting heroes, but might if she somehow concluded a particular hero was out to steal her amulet — she'd get him before he could get her. If so, she'll attack ruthlessly and often (*i.e.*, probably Hunt on at least an 11-).

Appearance: Howler is a beautiful woman with long, dark hair and dark eyes. Her costume is dark red; it consists of a central piece sort of like a strapless one-piece bathing suit, thigh-high boots, and gloves that reach a little more than halfway up her forearms. She also wears a red cloak, clasped at the throat with her alien amulet (which has actually melded with her flesh, making it difficult to remove). She does not wear a mask, and is certain to lose her Secret Identity one of these days when someone recognizes her or she's captured.

LADY BLUE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20+7	DEX	30+10#	13-/14-	OCV: 7/9/DCV: 7/9
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	

6	PD	4	Total: 26 (20 rPD)
8	ED	4	Total: 28 (20 rED)
4+1*	SPD	10+7*	Phases: 3, 6, 9, 12/3, 5, 8, 10, 12
8	REC	4	
40	END	0	
40	STUN	15	Total Characteristic Cost: 139

*: OIF (battlesuit; -½)

#: OIF (as above; -½), No Figured Characteristics (-½)

Movement:	Running:	6"/12"
	Flight:	15"/30"

Cost	Powers	END
40	<i>Force Projection System:</i> Multipower, 60-point powers; all OIF (battlesuit; -½)	
4u	1) <i>Power Blast I:</i> Energy Blast 12d6; OIF (-½)	6
4u	2) <i>Power Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); OIF (-½)	0
4u	3) <i>Auto-Blast:</i> Energy Blast 8d6, Auto-fire (5 shots; +½); OIF (-½)	6
3u	4) <i>Strength Augmentation:</i> +40 STR, Reduced Endurance (½ END; +¼); OIF (-½)	2
<i>Martial Arts: Generic</i>		
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Dodge	— +5 Dodge, Affects All Attacks, Abort
5	Kick	-2 +1 6d6 Strike
4	Punch	+0 +2 4d6 Strike
3	Throw	+0 +1 2d6 + v/5; Target Falls
55	<i>Force Field:</i> Force Field (20 PD/20 ED/10 Sight Group Flash Defense/5 Mental Defense), Reduced Endurance (0 END; +½); OIF (battlesuit; -½)	0
20	<i>Magnetic Field Manipulation:</i> Flight 15"; OIF (battlesuit; -½)	3
6	<i>Mask Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks

6 Reputation: celebrity supervillainess (among Americans; 11-) +3/+3d6

Skills

9 +3 with Force Projection System Multipower
 8 +4 with Flight
 3 Acrobatics 13- (14-)
 3 Breakfall 13- (14-)

- 3 Computer Programming 14-
- 3 Electronics 14-
- 2 KS: Current Events 11-
- 1 KS: The Superhuman World 8-
- 3 Oratory 13-
- 2 PS: Public Relations 11-
- 3 SS: Physics 14-
- 3 SS: Force Field Physics 14-
- 3 Stealth 13- (14-)
- 3 Streetwise 13-

Total Powers & Skill Cost: 211

Total Cost: 350

200+ Disadvantages

- 30 Hunted: Champions 11- (Mo Pow, NCI, Capture)
- 30 Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 20 Psychological Limitation: Thrillseeker (Very Common, Strong)
- 20 Psychological Limitation: Concerned With The Welfare Of The Poor And Disadvantaged (Very Common, Strong)
- 15 Social Limitation: Public Identity (Tara Lemick) (Frequently, Major)
- 15 Susceptibility: to high-intensity magnetic fields or when attacked with magnetic powers while wearing battlesuit, takes 3d6 instantly (Uncommon)

Total Disadvantage Points: 350

Background/History: Born to an impoverished family living in a poor neighborhood, Tara Lemick never felt neglected or deprived. Her parents didn't have much money, but they had lots of love to shower on her. Thriving in such a supportive environment, Tara did excellently in school. Even after she started working to support the family, she continued to get straight As.

Tara's hard work won her a full scholarship to a prestigious university, where she majored in Electronic Engineering. Her specialty was force fields, and in her senior year she invented a revolutionary new form of force field technology. At first she considered selling it and making a fortune, but her conscience nagged at her. How would that help people? She was lucky — she had enough smarts and support to get into college and make something of herself. Too many people never had that kind of opportunity.

Determined to make a difference, Tara used her technology to build a skintight "battlesuit" that would allow her to fly, and even project bolts of energy. Thus armed, she decided the best thing she could do for others was to emulate Robin Hood: rob from the rich, give to the poor. And that's what she's been doing ever since. Beautiful, kindhearted, popular, and careful in her choice of robbery targets, she's not only distributed millions of stolen dollars to America's poor, but managed to do it while maintaining a popularity rating as high, or higher, than most superheroes.

Personality/Motivation: Lady Blue genuinely cares about the poor and disadvantaged, not only in America but elsewhere. Helping them is her primary

motivation for committing property crimes. But truth to tell, she also gets a big kick out of it — not just the helping people part, but the action, the excitement, the thrills. Even the fights against superheroes are fun (though sometimes painful), and she takes care not to inflict any serious harm with her force blasts. She boasts of having never hurt an innocent person in any of her crimes, and while that's not entirely true, it's so close to true that the public believes her. That fact, and some of the best criminal defense attorneys available, have kept her out of prison so far.

Quote: "If you're not part of the solution, you're part of the problem. Stop being part of the problem and leave me alone, OK?"

Powers/Tactics: Lady Blue's powers derive from her battlesuit, which incorporates a unique form of force field technology she invented. The suit's field protects her, allows her to fire different types of force blasts, and can even "thrust" against the Earth's magnetic field to let her fly. However, exposure to intense magnetic fields, or magnetic blasts like those Lodestone generates (see page 170), cause painful short circuits in the suit.

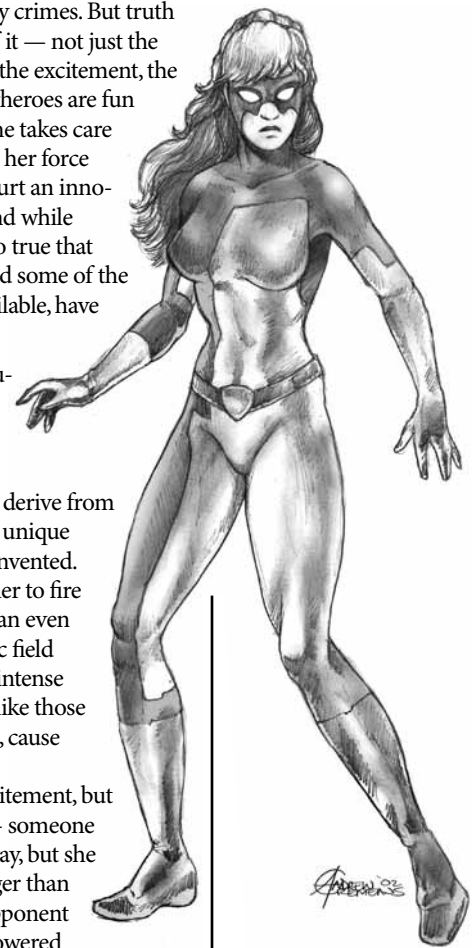
Lady Blue loves thrills and excitement, but she prefers not to fight too much — someone might get hurt. She'll fight to get away, but she won't linger over the battle any longer than she has to. Unless she knows her opponent can take it, she'll start with lower-powered force blasts before unleashing her battlesuit's full offensive capabilities.

Campaign Use: Lady Blue should present an interesting moral dilemma for most superheroes. On the one hand, her actions are unquestionably criminal. She steals, and in some cases she endangers lives. On the other hand, her motives are entirely unselfish. She gives away all the money she doesn't need to maintain her battlesuit, and has genuinely helped dozens of people to better themselves. Putting her in jail might cause more harm than good.

Lady Blue usually works alone, but she might team up with villains who have reasonably similar motives. She's worked with GRAB before, and is good friends with Bluejay. She doesn't like Cheshire Cat at all, though; he comes on too strong for her taste. On the other hand, the possibility of romance with a sympathetic male PC definitely exists....

If Lady Blue isn't strong enough to hold her own in your campaign, increase the size of her Multipower reserve, and her slots to match. You could also give her more slots — other force blast configurations, or even different powers like Force Wall, Entangle, Telekinesis, or Missile Deflection. If she's already too powerful, reduce her Multipower to a 50 Active Point reserve, trim 2-5 points off each category of defense her Force Field provides, and reduce her Flight to 15".

Appearance: Lady Blue's costume is a battlesuit is a pleasing blend of light blue and green, with a half-face mask that let her long blonde hair flow free. When her powers are active, a gold glow surrounds her.



LAZER PLOT SEEDS

Holocaust hires Lazer, along with several other mercenary villains, to attack and loot the Diamond Exchange while he (Holocaust) pulls off a much more important, much less flashy crime elsewhere. The heroes show up, and a major fight ensues. But how will Lazer react when he discovers there are no diamonds — that Holocaust played him for a patsy?

Someone in Lazer's armor, using Lazer's gun, just put a laser bolt through the Vice President. Lazer insists he didn't do it, and asks the PCs to help him clear his "good" name.

The Army decides it wants its laser rifle back, and asks the PCs to recover it. But what if it's not really the Army, but an unscrupulous general who wants to manufacture it for the international arms market?

LAZER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	

10 PD 7 Total: 24 PD (14 rPD)
 8 ED 4 Total: 22 ED (14 rED)
 5 SPD 20 Phases: 3, 5, 8, 10, 12
 8 REC 2
 36 END 0

40 STUN 13 **Total Characteristic Cost: 118**

Movement: Running: 6"/12"
 Flight: 15"/30"

Cost Powers END

45 *Laser Rifle:* Multipower, 60-point reserve, 64 Charges for entire Multipower (+½); all OAF (-1) [64]

3u 1) *Primary Laser:* Energy Blast 12d6; OAF (-1), No Knockback (-¼)

3u 2) *Focussed Laser:* Energy Blast 8d6, Armor Piercing (+½); OAF (-1), No Knockback (-¼)

2u 3) *X-Ray Laser:* Energy Blast 9d6, Invisible To Sight Group (source of power not invisible, only the beam itself; +¼); OAF (-1), No Knockback (-¼)

3u 4) *Sniping Laser:* Energy Blast 8d6, No Range Modifier (+½); OAF (-1), No Knockback (-¼)

3u 5) *Pulse Laser:* Energy Blast 8d6, Autofire (5 shots, +½); OAF (-1), No Knockback (-¼)

3u 6) *Modulated Laser:* Energy Blast 6d6, NND (defense is ED Force Field; +1); OAF (-1)

3u 7) *High-Intensity Laser:* RKA 4d6; OAF (-1), No Knockback (-¼)

3u 8) *Wide-Beam Laser:* Sight Group Flash 12d6; OAF (-1)

15 *Laser Pistol:* RKA 2d6, Armor Piercing (+½); OAF (-1), No Knockback (-¼), Beam (-¼), 8 Charges (-½) [8]

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Boxing Cross	+0	+2	6d6 Strike
4 Karate "Chop"	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Kung Fu Block	+2	+2	Block, Abort

4 +1 Damage Class (already added in)

28 *Armor:* Armor (14 PD/14 ED); OIF (-½) 0

3 *Armor:* Lack of Weakness (5 points) for Resistant Defenses; OIF (-½) 0

14 *Flare and Acoustic Compensation:* Sight and Hearing Group Flash Defense

(10 points each); OIF (-½) 0

20 *Jetpack:* Flight 15"; OIF (-½) 3

6 *Fleet-Footed:* Running +3" (9" total) 1

6 *Communications Array:* HRRP (Radio

Group); OIF (-½), Affected As Sight And Hearing Sense Groups As Well As Radio Sense Group (-½) 0

3 *Nightsight:* Infrared Perception (Sight Group); OIF (-½) 0

3 *Nightsight:* Ultraviolet Perception (Sight Group); OIF (-½) 0

Skills

15 +5 with Laser Rifle Multipower
 4 +2 with Flight

3 Computer Programming 12-
 3 Demolitions 12-
 3 Electronics 12-
 3 KS: The Military/Mercenary/Terrorist World 12-
 2 KS: The Espionage World 11-
 2 KS: The Superhuman World 11-
 3 Paramedics 12-
 1 SS: Lasers 8-
 3 Stealth 12-
 3 Streetwise 13-
 3 Tactics 12-
 2 WF: Small Arms

Total Powers & Skill Cost: 232

Total Cost: 350

200+ Disadvantages

25 Hunted: The Warlord 11- (Mo Pow, NCI, Capture/Kill)

25 Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)

20 Psychological Limitation: Greedy (Very Common, Strong)

20 Psychological Limitation: Code Of The Mercenary (Common, Total)

10 Rivalry: Professional (with Mechassassin, Seeks To Harm/Kill Rival)

10 Rivalry: Professional (with Steel Commando, Seeks To Harm/Kill Rival)

15 Social Limitation: Secret Identity (Emil Nelson) (Frequently, Major)

25 Experience Points

Total Disadvantage Points: 350

Background/History: With Emil Nelson, it always boiled down to: what's in it for me? As a young kid, he got started running numbers for the local gangs, and gradually worked his way up to more serious crimes. Soon he attracted some serious attention from the police, and to get away from them, he joined the Army.

It turned out to be the best decision he ever made. Not only did he learn about weapons and fighting, he found out that there was a lot of corruption he could take advantage of. He supplemented his salary by dealing drugs, arranging for shipments of guns to "accidentally and not on purpose fall off the backs of trucks," and selling stolen Army gear on the black market.

When his hitch was up, he put his experiences and skills to work by becoming first a supplier of mercenaries and mercenary companies, and later a merc himself. As much fun as running his own

little criminal empire was, being a merc was better; he found he really came alive on the battlefield.

One day, Nelson's contacts back in the Army gave him a hot tip about an experimental laser weapon DARPA was about to test. Sensing the potential for profit, he snuck onto the base, bluffed his way into the control center, and stole the weapon, along with a jetpack and body armor that went with it. At first he planned to sell the whole package, but the more he examined it, the more he thought about keeping it. With a weapon like this, he could really make a name for himself. There was even enough firepower here for him to move beyond the African battlefields and start taking on superheroes! He soon decided to keep the equipment for himself.

Choosing the name "Lazer," Nelson hit the Superhuman World with a vengeance, pulling off three major jobs and killing the superhero Ballistik all in the year 1993. Since then, his reputation and skills have only improved. In fact, he's so good the Warlord has issued him an ultimatum: join my organization, or die. So far he's managed to stay one step ahead of the world's most powerful arms dealer, and he knows he can't rest if he wants to keep it that way.

Personality/Motivation: Lazer is the ultimate mercenary supervillain: there's almost nothing he won't do for money, and he'll withstand just about any form of interrogation, up to and including hard torture, before he reveals anything about his employer. He's never betrayed an employer, and rarely failed to complete his assigned missions, which means he doesn't have to look for work much — it comes looking for him.

Lazer tends to have a low opinion of many superheroes. He regards them as pajama-wearing adolescents who don't really understand how to do their jobs. This has gotten him in trouble a time or two when a superhero proved smarter than he expected. He's developed a healthy measure of respect for heroes like Nighthawk, who have as much tactical sense as he does.

Quote: "Did that hurt? Don't worry — the next one's gonna take *aaalllll* the pain away... permanently."

Powers/Tactics: Lazer is a tough, highly-trained mercenary equipped with a sophisticated experimental laser rifle (he also carries a laser sidearm Wayland Talos built for him). He can vary the width and intensity of the beam to achieve many different effects; his rifle is a lot more versatile than many heroes give it credit for.

In battle, Lazer is intelligent, clever, and tactically aware. He usually opens up with his Primary Laser, but he'll quickly switch to other configurations if that's not the right setting. He makes full use of his every asset, including his ability to fly and see in the dark. He has a natural gift for combat, and should be played accordingly.

Campaign Use: Lazer works perfectly as a master villain's henchman, or a member of a team of villains assembled to pull off a particular crime. Addi-

tionally, his ongoing rivalry with Steel Commando and Mechassassin regarding which one of them is the best could provide fodder for a few adventures. See Mechassassin (page 174 of this book) and Steel Commando (*Champions Universe*, page 122) for more information.

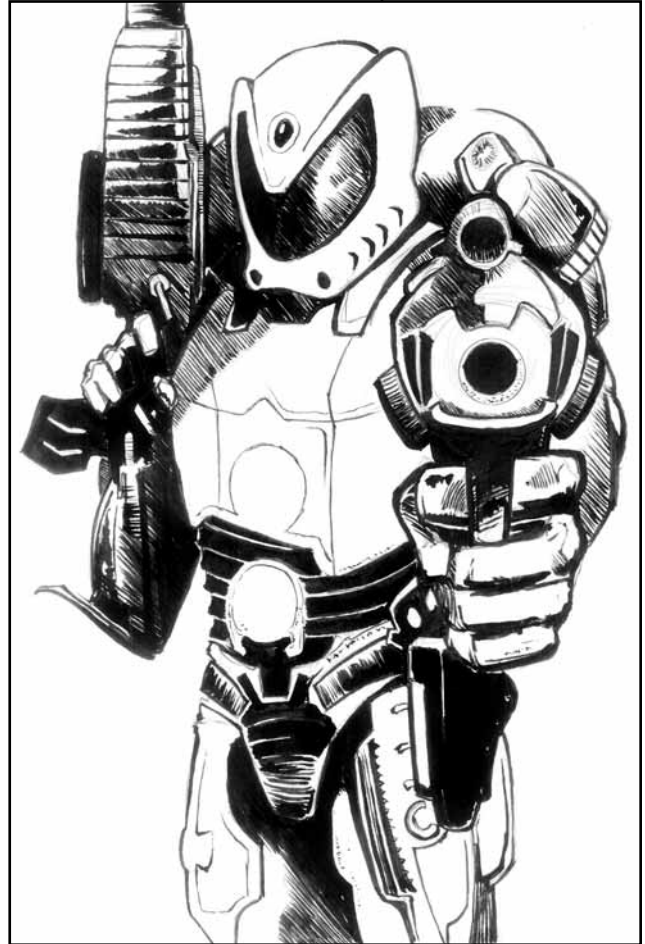
If you need to make Lazer more powerful, you have lots of options. First, you can give him more weapons — some grenades, a laser-sword, lasers built into his armor, and so on. Second, you can beef up his Martial Arts, giving him more maneuvers and more Extra DCs. Third, you can increase his Skill selection; he could have learned all sorts of things during his career as a mercenary. Or, of course, you can try some combination of these alternatives. On the other hand, if he's too tough already, reduce his Laser Rifle's Charges from 64 to 32 (or 16), reduce the Rifle's Active Point reserve to 50 points, and/or reduce his SPD to 4.

Lazer is a dangerous Hunter. He stalks his target like a predator pursuing prey, striking from ambush when least expected and not pulling any punches. A High-Intensity Laser blast when the target is in the middle of a family event

or social function works best, he's found. But he's smart enough to know there's not much money in vendetta, so he tries to avoid letting his personal likes and dislikes interfere with his work.

Appearance: Lazer wears a suit of bronze-colored light body armor (including helmet) with a jetpack on his back. His main weapon is a laser rifle in the same colors, and he also carries a laser pistol sidearm in a holster on his left hip. He carries himself with an air of confidence, competence, and efficiency.

Out of his armor, Emil Nelson is an average-looking white male in his early 30s standing 5'11" tall and weighing about 190 pounds. He has a trim, athletic build, dark hair cut short, and dark eyes.



LEECH PLOT SEEDS

In mid-attack, Leech spontaneously reverts to Frank Winston. What happened? Is the effect permanent? Can the PCs use this to track down Leech's creator and bring him to justice? Or is it all an elaborate ruse on the wizard's part, to lure the PCs into a trap?

After being thrown into a vat of biochemical goo while attacking the PCs at a research lab, Leech begins to grow... and grow... and grow. Soon a gigantic Leech-Monster is threatening the entire city!

Leech begins to regain some of his human intelligence and conscience. Though it's hard, he *tries* to do the right thing sometimes, even once saving a little girl from drowning. But the authorities interpret this as an attack, and mount a massive manhunt for him. Will the PCs help capture him, or somehow find a way to communicate and learn his true intentions?

LEECH

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	36	15-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
2	COM	-4	9-	
				Total: 30 PD (14 rPD)
				Total: 20 ED (14 rED)
				Phases: 3, 5, 8, 10, 12
30	PD	22		
20	ED	14		
5	SPD	20		
14	REC	0		
56	END	0		
50	STUN	1		Total Characteristics Cost: 170

Movement: Running: 6"/12"
Swimming: 10"/20"

Cost	Powers	END
20	<i>Leeching:</i> Multipower, 30-point reserve; all Only Works On Grabbed Victims (-½)	
4m	1) <i>Strength Leeching:</i> Drain STR 3d6, Only Works On Grabbed Victims (-½)	3
4m	2) <i>Agility Leeching:</i> Drain DEX 3d6, Only Works On Grabbed Victims (-½)	3
4m	3) <i>Stamina Leeching:</i> Drain CON 3d6, Only Works On Grabbed Victims (-½)	3
4m	4) <i>Life Leeching:</i> Drain BODY 3d6, Only Works On Grabbed Victims (-½)	3
4m	5) <i>Stun Leeching:</i> Drain STUN 3d6, Only Works On Grabbed Victims (-½)	3
<i>Martial Arts: Leechfighting</i>		
Maneuver OCV DCV Notes		
5	Grasp +0 -1	Grab Three Limbs, 50 STR
4	Strangle -2 +0	Grab One Limb, 2d6 NND (2)
4	Wriggle Free +0 +0	55 STR vs. Grabs
14	<i>Tough Body:</i> Damage Resistance (14 PD/14 ED)	0
14	<i>Leech Resistance:</i> Power Defense (14 points)	0
10	<i>Aquatic Adaptation:</i> Life Support (Self-Contained Breathing)	0
8	<i>Aquatic Adaptation:</i> Swimming +8" (10" total)	1
10	<i>Leechtough:</i> Clinging (normal STR)	0
5	<i>Heatsense:</i> Infrared Perception (Sight Group)	0
9	<i>Leech Senses:</i> +3 PER with all Sense Groups	0
5	<i>Leechform:</i> Stretching 1"	1
20	<i>Adaptive Camouflage:</i> Invisibility to Sight Group, Reduced Endurance (0 END; +½); Chameleon (-½)	0

Skills
10 +2 Hand-To-Hand

- 5 AK: Millennium City Sewer System 14-
- 5 AK: Millennium City Area Waterways 14-
- 9 Shadowing 13-
- 3 Stealth 15-

Total Powers & Skills Cost: 180

Total Cost: 350

200+ Disadvantages

- 25 Distinctive Features: leech-man body (Not Concealable; Causes Extreme Reaction [fear/disgust])
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 15 Physical Limitation: Mute (All The Time, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Hatred Of Beautiful People And Things (Very Common, Total)
- 15 Susceptibility: to direct sunlight, takes 1d6 per Minute (Very Common)
- 10 Vulnerability: 2 x STUN from Light-Based attacks (Uncommon)
- 10 Vulnerability: 2 x Effect from Magical Mind Control (Uncommon)

Total Disadvantage Points: 350

Background/History: Frank Winston was a cabbie in Millennium City. He'd seen it all — drunks and druggies, the destruction of Detroit, the rebuilding, superbattles, you name it — and survived. He was a tough guy; nothing fazed him.

One night he picked up a guy in a long, black cloak. He couldn't really make out the guy's face, but so what? His money would spend as good as any other fare's. He drove the guy out of the city, into the country, and finally along a twisting, winding dirt road leading deep into a dark forest. The road came to a large, eerie-looking mansion perched atop a cliff over a body of water Frank didn't recognize.

"I suppose you wish to be paid now," his passenger said.

"Yeah, I gotta get back to the city, pal. My shift ends soon."

"Very well. But tonight you shall be paid in a coin of a different color." The man flashed a weird-looking gold coin in front of Frank's eyes. Instantly mesmerized, he couldn't do anything but stare at the coin.

"Come," the man said, getting out of the cab. Frank couldn't help but follow. They walked into the house, down some stone stairs, and into the basement. Frank could see tables full of glassware, a shelf full of thick, old books, and a pentagram on the floor. The man gestured, and Frank went over and lay down in the pentagram, spread-eagled.

"I have need of a servant to perform... errands for me," the man said, in a voice that now had a hiss to it. "You shall do perfectly for my purposes; no one would miss a common simpleton such as yourself."

With that, the man performed an arcane ritual. Frank screamed and begged for mercy as his body

painfully began to change form. They were the last words he would ever utter. A little while later, Frank Winston was gone, and in his place stood the Leech, an unquestioning servant of evil.

Personality/Motivation: Leech's personality is that of a servile predator. He hunts and captures people for his master (and in fact is prone to obeying anyone who exerts mystical Mind Control over him). Beyond basic thoughts of food, survival, and the like, he doesn't have much intelligence, though he does display a devilish cunning.

Memories of what he once was have given Leech a burning hatred of beauty, especially beautiful people. Even if he's not hungry, he may attack an attractive person just to use Life Leeching on them and make them a little weaker and uglier for a while.

Quote: None. Leech is mute; at most he can make gibbering, burbling sounds of acquiescence or rage.

Powers/Tactics: Leech is a hand-to-hand combatant; he has no ranged powers (though his ability to stretch his body and limbs sometimes makes for a good Surprise Move). Usually he tries to Grab his victim, then apply Leeching; the Grab effect from his Strangle maneuver is sufficient for him to start Draining his victim. He often makes multiple-power attacks with two or more slots (note that all the slots are Multis), or combining Strangling and Leeching. He targets beautiful opponents first in most cases.

Leech prefers to attack from ambush at all possible. He either lurks near the water's edge and then leaps onto his prey (strangling it as he drags it back

into the water), or he uses his Adaptive Camouflage to get close enough to unwary people to Grab them. He usually spends his days in deep water or the sewers; he loathes sunlight.

Campaign Use: Typically superheroes are likely to encounter Leech as he goes on errands for his master, but that's not a full-time job. In his "spare time," he can do other things, like hunt for food (people) or join/be coerced into working with other supervillains.

The major story hook connected with Leech is: who transformed him and now uses him as a servant?

Was it a member of the Circle of the Scarlet Moon? A Morbane of DEMON? The Black Paladin, or Dark Seraph? Or someone else altogether?

To make Leech more powerful, consider adding some Damage Reduction, or increase the reserve on his Multipower. To make him less powerful, reduce his STR to 30, his SPD to 4, and get rid of two or three of his Leeching powers.

Appearance: The Leech is a hideous mockery of humanity, a merging of leech and man. His body is a mottled grey-brown, with other putrid colors showing through here and there. His mouth has been subsumed into a mass of mucousy flesh, and where he once had hands and feet, he now has suckers surrounded by a fringe of cilia. His eyes are dark red and glare malevolently at almost everything.



The Leechoids Are Coming!

'I saw on SNN the other night where this professor from Harvard was claiming that Leech is really an alien from another planet. He's here as part of a "scouting mission" to size up Earth for conquest by his alien masters. When the time is right, he's going to grow to this enormous size and then divide into hundreds of himself, and on and on, until there's this entire invading army. Then they're going to come up out of the water and attack, leeching away our strength and eating our intestines. I'm ready, though... those freaks try to come after me, and they'll have to say hello to the business end of my 12-gauge.'

— Rick Forrest, carpet cleaner

LODESTONE PLOT SEEDS

Several major bank heists take place one night. Forensic analysis shows that the vault doors were ripped apart by magnetic force. However, when tracked down and captured, Lodestone protests vociferously that he didn't do it — and he has two drinking buddies from that night to back up his story. Is he lying? If so, why hang around after the job instead of just fleeing the city with his loot? If not, who committed the robberies?

Lodestone takes a job working as a mercenary supervillain for an employer he thinks is a faction of ARGENT. In fact, it turns out to be part of DEMON, and refuses to let him out of his contract. Terrified but unable to simply flee, Lodestone starts feeding the PCs tidbits of information secretly, in the hope they'll stop DEMON's scheme and free him.

GRAB approaches Lodestone about joining, but requires him to take an "initiation test" — he has to commit several major robberies in one week to qualify. The GRABbers promise to run interference with the PCs so Lodestone can finish his "scavenger hunt" without interruption.

LODESTONE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
16	EGO	12	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
8	PD	5		Total: 28 PD (20 rPD)
10	ED	6		Total: 30 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
60	END	10		
35	STUN	7		Total Characteristics Cost: 126

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
60	<i>Magnetism Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Magnetic Blast I:</i> Energy Blast 12d6	6
6u	2) <i>Magnetic Blast II:</i> Energy Blast 8d6, Reduced Endurance Cost (0 END; +½)	0
3u	3) <i>The Big Wrap-Up:</i> Entangle 6d6, 6 DEF; Requires Ferrous Metals (-1)	6
6u	4) <i>Ferrous Disruption:</i> Dispel 16d6, any Ferrous Metal-based power one at a time (+¼)	6
6u	5) <i>Magnetic Wall:</i> Force Wall (10 PD/10 ED, 3" long and tall)	6
30	<i>Magnetism Manipulation:</i> Elemental Control, 60-points powers	
70	1) <i>Magnetokinesis:</i> Telekinesis (60 STR), Reduced Endurance Cost (0 END; +½); Only Versus Ferrous Metals (-½)	0
30	2) <i>Magnetic Shield:</i> Force Field (20 PD/20 ED), Reduced Endurance Cost (0 END; +½)	0
30	3) <i>Magnetic Force Riding:</i> Flight 20", Reduced Endurance Cost (0 END; +½)	0
25	<i>Magnetic Repulsion:</i> Missile Deflection (bullets/shrapnel), Ranged (+1); Only Works Against Ferrous Attacks (-1) plus Missile Reflection (at any target); Only Works Against Ferrous Attacks (-1)	0

Skills

12	+4 with Magnetism Powers Multipower
3	Computer Programming 12-
3	Power: Magnetism Powers 13-
3	PS: Student 12-
5	SS: Magnetism 14-
3	SS: Physics 12-
3	Stealth 13-

Total Powers & Skills Cost: 304

Total Cost: 430

200+ Disadvantages

10	DNPC: Belinda Huang (wife) 8- (Normal; Unaware of character's Social Limitation: Secret Identity)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
20	Psychological Limitation: Greedy (Very Common, Strong)
15	Social Limitation: Secret Identity (William Huang) (Frequently, Major)
20	Vulnerability: 2 x STUN from Electrical attacks (Common)
20	Vulnerability: 2 x BODY from Electrical attacks (Common)
75	Experience Points

Total Disadvantage Points: 430

Background/History: William Huang was once a poor but diligent physics student at Millennium City University who was conducting some advanced experiments with electromagnetism. Unfortunately, in his zeal to earn good grades and acquire a prestigious job, he ignored his professors' safety warnings and kept working during a thunderstorm.

The next thing William remembered was waking up on the other side of the lab, his body one big ache. The window was shattered, rain was blowing inside, and his equipment was in smoldering ruins. Trying to save his notes, but too weak to stand up yet, he gestured feebly at the lab table — only to have a metal test tube stand fly off the table and right into his grasp.

He tried it again, this time snagging a couple of tools hanging on the wall nearby. The notes were soon forgotten as he tested the extent of his control over magnetism. Before long, he could not only attract or repel ferrous objects, but emit blasts of magnetic force, protect himself with a magnetic shield, and even fly!

And that was the end of William Huang's academic career. Who needs knowledge to get rich when you have superpowers? After creating a simple costume and christening himself "Lodestone," William embarked on a robbery spree that only ended when Sapphire and Nighthawk helped PRIMUS capture him. A minor slip in PRIMUS's security routine let him escape. Now he's back on the street and ready for more action... and money!

Personality/Motivation: Lodestone's goal as a supervillain is simple: get rich. He grew up poor, and he doesn't intend to ever be poor again. He mostly commits robberies, though he'll gladly sign up to work for another supervillain if the pay is good, he's treated well, and he doesn't have to do anything distasteful like kill or maim other people. He hasn't done a good job of saving his money so far — he mostly throws it away on gambling, presents for his wife (who thinks he's gotten a good job at

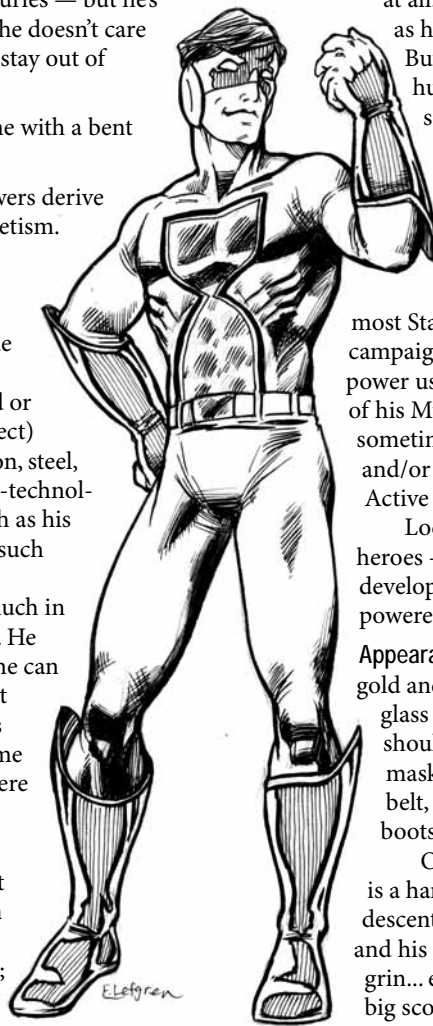
a research lab), and needless luxuries — but he’s enjoying himself immensely, so he doesn’t care what happens, as long as he can stay out of prison.

Quote: “Kind of hard to shoot me with a bent gun barrel, isn’t it?”

Powers/Tactics: Lodestone’s powers derive from his ability to control magnetism. Many of them only work on ferrous objects — for example, he can only Missile Deflect ferrous attacks (which would not include many bullets), and his Dispel (representing his ability to shred or otherwise disrupt a metallic object) only affects powers involving iron, steel, and the like (such as most super-technology gadgets). Other powers, such as his Magnetic Blasts, suffer from no such restriction.

Lodestone hasn’t learned much in the way of super-combat tactics. He tends to pick one foe he knows he can affect and sticks to attacking that person until he defeats him or is defeated. In time he could become a clever tactician, but he’s not there yet.

Campaign Use: Lodestone is a mercenary supervillain with just enough conscience to make him interesting. He’s not callous and cruel, like so many supervillains; he doesn’t like to hurt people



at all. He just wants as much money as he can possibly get his hands on. But if push comes to shove, he’ll hurt someone rather than let himself get captured. If the GM is looking to expand the ranks of GRAB, Lodestone would make an excellent candidate. He fits their *modus operandi* and attitude perfectly.

Lodestone should fit into most Standard Superheroic *Champions* campaigns pretty well. Increasing his power usually means increasing the value of his Multipower reserves and slots, and sometimes boosting his DEX, CON, and/or SPD. To weaken him, reduce the Active Points in his powers.

Lodestone generally doesn’t Hunt heroes — there’s no profit in it. He might develop a Rivalry with another super-powered thief, though.

Appearance: Lodestone’s costume is gold and grey. The torso has a gold hour-glass sort of pattern covering from his shoulders to his belt, and his half-face mask is gold as well. The legs, trunks, belt, sides, and arms are grey; the boots and gauntlets are gold.

Out of costume, William Huang is a handsome young man of Chinese descent. His hair is black and cut short, and his face often has an infectious grin... especially when he’s just made a big score and can afford to party.

FUN WITH MAGNETISM

Here are a few examples of minor “power stunts” or other abilities the GM might let Lodestone manifest by using his Power: Magnetism Powers Skill. Generally, he shouldn’t use any of these abilities more than once or twice during the campaign; if he wants to use them on a regular basis, he should buy them with Character Points.

Gauss Blast: Lodestone picks up a small ferrous object (such as a nail) and hurls it at a target at superfast velocity. This causes RKA 1d6 Penetrating damage, +1 DC per point by which he makes the Skill Roll.

Magnetic Pinning: If a character has a watch, wrist radio, metal claws, or jewelry with ferrous metal in it, Lodestone can temporarily “pin” that object to another metal object (such as the side of a car or a lamp-post) with a jolt of magnetic energy, and thus keep the character from moving that limb. This works roughly like an Entangle 2d6 2 DEF, +1d6 and +1 DEF for every two points by

which he makes the Skill Roll; it only applies to the specific limb(s) wearing the metal items.

Mini-EMP: A quick, focused, intense burst of magnetic energy can disrupt most electronic devices temporarily. This works roughly like a Dispel 6d6, any electrical device power one at a time, +1d6 for every point by which Lodestone makes his Skill Roll. The disruption only lasts for 1-2 Segments, however.

Peekaboo: Lodestone picks up a small ferrous object and holds it directly in front of someone’s eyes, so they can’t see. This has a similar effect to a Sight Group Flash, but Lodestone has to beat the target in a Skill Versus Skill Contest pitting his Magnetism Powers against the target’s DEX Roll to keep the object in position. Making this roll (and thus maintaining the effect) requires a Half Phase Action, and he can’t keep it up for more than 1-3 of his Phases at most.

MASQUERADE PLOT SEEDS

The President begins to act somewhat erratically — among other things, he keeps threatening war against several former Soviet republics over trivial diplomatic difficulties. Has Masquerade managed to replace the world's most powerful man, and if so, why? And how will the heroes get close enough to find out?

The team's new housekeeper/butler/mechanic/pet gorilla is behaving oddly — he keeps poking around parts of the base where he has no business being. Has Masquerade infiltrated the team's staff, or is it just a tabloid reporter?

Masquerade slips poison into the PCs' food (as well as their DNPCs' food), and refuses to give anyone the antidote unless they help him/her obtain certain information he/she has been hired to acquire. Can the PCs find a way to stop him/her, and get the antidote in time?

MASQUERADE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
40	END	0		
31	STUN	0		Total Characteristics Cost: 106

Movement: Running: 8"/16"

Cost Powers END

85 *Shapechanging*: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups; any humanoid form), Cellular, Imitation, Instant Change, Reduced Endurance (0 END; +½) 0

20 *Assassin's Arts*: Multipower, 30-point reserve; all OIF (sharp/hard objects of opportunity; -½)

1u 1) *Melee Assassination*: HKA 1d6 (2d6 with STR); OIF (-½) 1

2u 2) *Ranged Assassination*: HKA 1d6+1 (2d6 with STR), Ranged (+½); OIF (-½) 3

Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 <i>Atemi Strike</i>	-1	+1	3d6 NND(1)
4 <i>Block</i>	+2	+2	Block, Abort
4 <i>Disarm</i>	-1	+1	Disarm, 35 STR
4 <i>Dodge</i>	+0	+5	Dodge all attacks, Abort
3 <i>Legsweep</i>	+2	-1	6d6; Target Falls
4 <i>Knifehand Strike-2</i>	+0	+0	HKA 1d6 (2d6 with STR)

4 *Punch/Snap Kick* +0 +2 7d6 Strike

5 *Side/Spin Kick* -2 +1 9d6 Strike

+2 Damage Classes (already added in)

4 *Fast Runner*: Running +2" (8" total) 1

15 *Lucky Bastard*: Luck 3d6

Perks

5 *Money*: Well Off

Talents

6 *Combat Luck* (3 PD/3 ED)

Skills

30 +3 Overall

- 3 Acrobatics 13-
- 3 Acting 13-
- 3 Breakfall 13-
- 3 Computer Programming 13-
- 3 Combat Driving 13-
- 3 Conversation 13-
- 3 Criminology 13-

- 3 Demolitions 13-
- 3 Electronics 13-
- 3 Forensic Medicine 13-
- 4 Forgery (Documents, Money) 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 3 KS: Current Events 13-
- 3 KS: The Espionage World 13-
- 3 KS: The Military/Mercenary/Terrorist World 13-
- 3 KS: Recent History 13-
- 3 KS: The Superhuman World 13-
- 3 KS: World Politics 13-
- 3 Lockpicking 13-
- 3 Persuasion 13-
- 3 Security Systems 13-
- 3 Seduction 13-
- 3 Shadowing 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Tracking 13-
- 5 TF: Common Motorized Ground Vehicles, Helicopters, Snow Skiing, Two-Wheeled Motorized Ground Vehicles
- 8 WF: Common Martial Arts Weapons, Common Melee Weapons, Common Missile Weapons, Small Arms
- 3 Linguist
- 2 1) French (completely fluent; English is native)
- 2 2) German (completely fluent)
- 2 3) Japanese (completely fluent)
- 2 4) Mandarin Chinese (completely fluent)
- 2 5) Russian (completely fluent)
- 2 6) Spanish (completely fluent)
- 3 Traveler
- 1 1) CK: Beirut 11-
- 1 2) CK: Berlin 11-
- 1 3) CK: London 11-
- 1 4) CK: Millennium City 11-
- 1 5) CK: Moscow 11-
- 1 6) CK: Munich 11-
- 1 7) CK: New York City 11-
- 1 8) CK: Paris 11-
- 1 9) CK: Tokyo 11-
- 1 10) AK: The United States 11-
- 1 11) CK: Washington, D.C. 11-

Total Powers & Skills Cost: 332

Total Cost: 438

200+ Disadvantages

- 20 *Hunted*: CIA (Mo Pow, NCI, Capture/Kill)
- 20 *Hunted*: VIPER (Mo Pow, NCI, Capture)
- 20 *Psychological Limitation*: Amoral And Casually Cruel (Very Common, Strong)
- 20 *Psychological Limitation*: Code Of The Mercenary (Common, Total)
- 158 Experience Points

Total Disadvantage Points: 438

Background/History: In 1968, a lonely old woman went outside one morning and found that someone had left a baby on her doorstep. There was something wrong with it — the baby appeared malformed or crippled, with arms and facial features

that weren't fully formed. Moved to pity, the woman took the baby in and raised it herself.

Oddly, as the baby aged, its features became more and more precise. By the time the child was old enough to walk and talk, it was apparent that he/she wasn't a normal human — he/she had the power to change shape. One day, he/she was a girl, the next day a boy, the day after that a disturbing blend of male and female features... whatever seemed to catch the child's fancy at the moment.

Terrified, but unwilling to abandon a child she'd come to love, the woman raised him/her as best she could, trying to teach him/her to use his/her abilities. She kept the child with her, home schooling him/her until he/she was old enough to understand the nature and implication of his/her powers and why he/she shouldn't use them casually in public.

The child continued to grow, now mingling with other people, but feeling no connection with or interest in them. He/she learned he/she could flawlessly imitate anyone's appearance, and derived much pleasure from using this power to get his/her classmates in serious trouble. As he/she got older, he/she realized he/she could use his/her abilities to make money — lots of money — in all sorts of ways. He/she started with petty theft and con games, and soon began to commit more serious crimes. The first time he/she was nearly caught, he/she had to kill a man to keep his/her secret, and found this no more disturbing or upsetting than his/her juvenile mischief-making.

The day he/she graduated from high school, his/her "mother" died, leaving him/her alone in the world. But he/she didn't care; by then he/she had made connections with organized crime and was earning real money. Soon the CIA got word of him/her, and he/she made entry into the world of espionage. After a few years working for the CIA, just for the experience, he/she betrayed his/her handlers (arranging their deaths in the process) and became a freelance spy commanding the high-

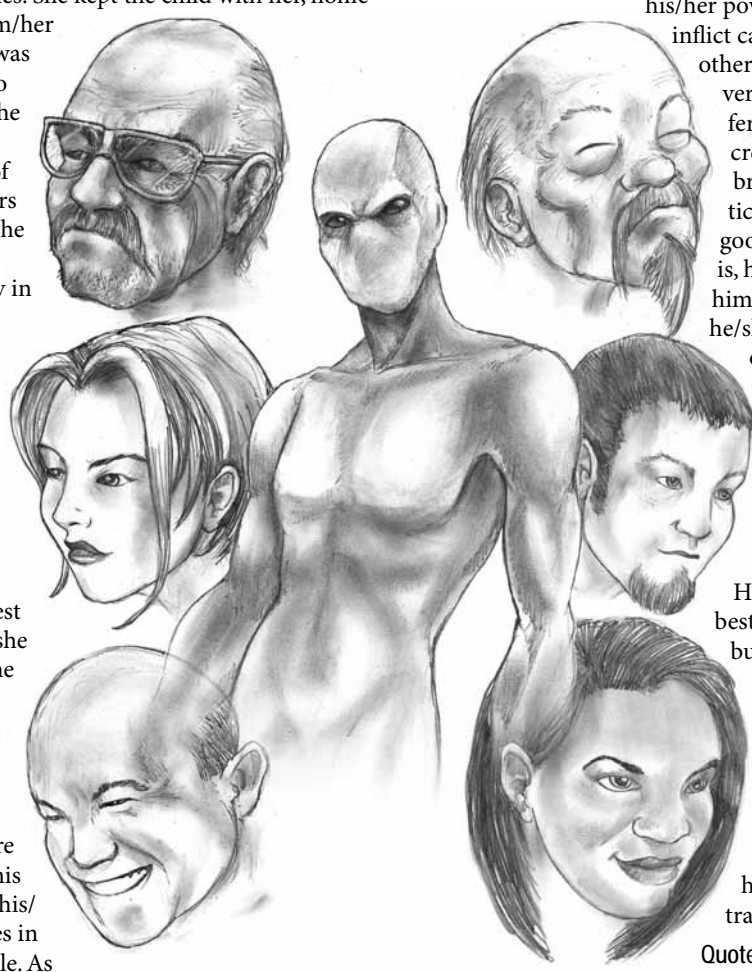
est fees. In certain rarified and dangerous circles, the person called Masquerade has become known as one of the most skilled and deadly agents in the world, the one to turn to when no one else can get the job done.

Personality/Motivation: Although at least nominally human, Masquerade feels no more sympathy, compassion, or mercy for his/her "fellow" humans than a shark does for lesser fish. His/her powers and attitude disconnect him/her from other people, making it easy for him/her to commit the most heinous and bloody crimes without feeling so much as a twinge of guilt. He/she enjoys using his/her powers and skills to inflict casual cruelties on others, ranging from verbal abuse, to interfering with jobs and credit ratings, to breaking up romantic relationships. As good an actor as he/she is, he/she often trips him/herself up because he/she can't resist the opportunity to work some petty evil just for fun.

Despite this trait, Masquerade has learned to follow the code of the mercenary. He/she might be the best spy in the world, but if employers don't trust him/her, he/she won't get any work. Loyalty to his/her employers has done as much to cement his/her reputation as his/her matchless infiltration abilities.

Quote: "Good morning, Senator. Here's what's on your schedule for today..."

Powers/Tactics: A highly skilled assassin and spy, Masquerade possesses the ability to alter his/her shape to any other humanoid form. He/she has no defined gender or appearance; he/she has never defined a "true shape" that he/she returns to in times of relaxation — he/she simply changes shape the way other people change clothes. His/her change works right down to the cellular level, making it possible for him/her to trick fingerprint checks, retina scanners, and DNA tests. When he/she assumes another person's form, all he/she lacks is that person's memories and personality, which he/she can usually imitate or bluff his/her way through with Acting. (He/she also cannot imitate superpowers, unless he/she uses technology prepared in advance.)



Masquerade's skills include hand-to-hand combat and weapons use, plus the ability to turn any sharp or hard object into a lethal attack, but he/she prefers to avoid open combat. He/she has the advantage in situations where he/she can trick, fool, and confuse people, not on the battlefield.

Campaign Use: Although he/she's not necessarily the most skilled combatant, and certainly lacks the raw power of a Dr. Destroyer or a Takofanes, in some ways Masquerade is the most dangerous villain in the Champions Universe. Able to assume any human form flawlessly right down to the cellular level, he/she can infiltrate almost any installation, obtain almost any information, and compromise almost any security. If there's anyone who scares politicians more than Menton, it's Masquerade.

You should use Masquerade carefully in scenarios. He/she isn't much fun if he/she simply walks away with the prize and the heroes never have a chance to stop him/her. Unless the PCs at least suspect his/her presence or involvement, you're not getting as much mileage out of the character as you can. But at the same time, the PCs mustn't have *too* easy a time uncovering Masquerade; it should require some effort and clever roleplaying. The best way to trip him/her up is with knowledge he/she lacks, but he/she can also be detected with Mental Senses (he/she can't change her brainwaves or mental thought patterns).

Masquerade doesn't have a "Secret Identity" because he/she has no defined "true identity" — and even if he/she did, finding out any information about it would be next to impossible (barring the use of Mental Powers). Since he/she suffers no significant restrictions because of his/her "secret," he/she's not entitled to a Disadvantage for it. However, the story of where he/she came from, who his/her parents are, and the source of his/her powers could make for interesting plot points the GM can exploit.

To make Masquerade more powerful, give him/her a Mimic Power Pool so he/she can imitate superheroes' powers, or Mental Powers so he/she can copy other peoples' memories as well. To make him/her less powerful, decrease the usefulness of his/her Shape Shift — get rid of some Sense Groups, or make changes take a long time. You can also add or remove Skills.

Masquerade only Hunts heroes if hired to do so; otherwise, he/she has better ways to spend his/her time. But if he/she does come after a hero, look out! The same powers that make it easy for him/her to penetrate high-security government installations make it just as easy for him to get close to a superhero — close enough to slip a knife between his ribs when he feels safe and secure.

Appearance: Masquerade can have any appearance he/she desires — man or woman, young or old, rich or poor, healthy or ill. Indeed, he/she can change his/her appearance from second to second, as he/she chooses.

MECHASSASSIN

Val	Char	Cost	Roll	Notes
20+15	STR	10+7#	13-/16-	Lift 400/3,200 kg; 4d6/7d6 [2 /3]
20+8	DEX	30+12#	13- /15-	OCV: 7/9/DCV: 7/9
20+10	CON	20+10#	13- (15-)	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
8	PD	4		Total: 23 PD (15 rPD)
8	ED	4		Total: 23 ED (15 rED)
4+2	SPD	10+13*		Phases: 3, 6, 9, 12/2, 4, 6, 8, 10, 12
10	REC	4		
40	END	0		
40	STUN	5		Total Characteristic Cost: 170

*: OIF (battlesuit; -½)

#: OIF (as above; -½), No Figured Characteristics (-½)

Movement: Running: 9"/18"
Leaping: 15"/30"

Cost	Powers	END	
56	<i>Electric Pistol:</i> Multipower, 75-point reserve, 64 Charges for entire Multipower (+½); all OAF (-1)	[64]	
4u	1) <i>Standard Setting:</i> Energy Blast 10d6, Armor Piercing (+½); OAF (-1)		
2u	2) <i>Boosted Gain Setting:</i> RKA 3d6, Penetrating (+½); OAF (-1), Requires 3 Charges Per Use (-¾)		
30	<i>Right Gauntlet Tanglecoil Launcher:</i> Entangle 6d6, 6 DEF; OIF (-½), 8 Charges (-½)	[8]	
25	<i>Gauntlet Slashers:</i> HKA 1½d6 (2d6+1 [3d6+1] with STR), Armor Piercing (+½); OIF (-½)	4	
60	<i>Grenades:</i> Multipower, 90-point reserve; OIF (grenade belt; -½)		
3u	1) <i>Concussor Grenade:</i> Energy Blast 12d6, Explosion (+½); OAF (-1), 3 Charges (-1¼)	[3]	
3u	2) <i>Tranq Gas Grenade:</i> Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (6" Radius; +1); OAF (-1), 3 Charges (-1¼)	[3]	
3u	3) <i>Enhanced Smoke Grenade:</i> Darkness to Sight, Radio, and Mental Groups 6" radius, Personal Immunity (+¼); OAF (-1), 3 Charges lasting 1 Turn each (-¾)	[3]	
	<i>Martial Arts: Commando Training</i>		
	Maneuver OCV DCV Notes		
3	Aikido Throw	+0 +1	6d6/9d6 + v/5, Target Falls
4	Boxing Cross	+0 +2	8d6/11d6
4	Choke	-2 +0	Grab One Limb, 3d6 NND (2)
4	Escape	+0 +0	45/60 STR vs. Grabs
4	Hold	-1 -1	Grab Three Limbs, 40/55 STR

4	Judo Disarm	-1	+1	Disarm, 40/55 STR	
4	Karate "Chop"	-2	+0	HKA 1d6 (2d6 with STR)	
4	Kung Fu Block	+2	+2	Block, Abort	
8	+2 Damage Classes (already added in)				
30	<i>Armor:</i> Armor (15 PD/15 ED); OIF (-½) 0				
13	<i>Shield:</i> Multipower, 20-point reserve; all OIF (shield; -½)				
1u	1) <i>Protection:</i> Armor (+6 PD/+6 ED); OIF (-½), Activation Roll 14- (-½), Costs Endurance (-½) 2				
1u	2) <i>Defense:</i> Combat Skill Levels (+3 DCV); OIF (-½), Costs Endurance (-½) 1				
u	3) <i>Deflection:</i> Missile Deflection (all Ranged attacks); OIF (-½), Costs Endurance (-½) 2				
7	<i>Polarized Helmet Lenses:</i> Sight Group Flash Defense (10 points); OIF (-½) 0				
7	<i>Air Supply & Rebreather:</i> Life Support (Self-Contained Breathing); OIF (-½) 0				
5	<i>Springboots:</i> Leaping +8" (15" forward, 8" upward); OIF (-½) 1				
6	<i>Fast Runner:</i> Running +3" (9" total) 1				
6	<i>Communications Array:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0				
3	<i>Nightsight:</i> Infrared Perception (Sight Group); OIF (-½) 0				
3	<i>Nightsight:</i> Ultraviolet Perception (Sight Group); OIF (-½) 0				
Perks					
12	Contacts: various, in the Military/Mercenary/Terrorist World				
8	Money: Wealthy				
Skills					
10	+1 Overall				
24	+3 with All Combat				
3	Breakfall 13- (15-)				
3	Bribery 14-				
3	Bugging 12-				
3	Combat Driving 13- (15-)				
3	Combat Piloting 13- (15-)				
3	Interrogation 14-				
2	AK: Europe 11-				
3	KS: The Espionage World 12-				
3	KS: The Military/Mercenary/Terrorist World 12-				
3	KS: Politics 12-				
3	KS: The Superhuman World 12-				
2	Language: German (fluent conversation; English is native)				
2	PS: Soldier 11-				
7	Security Systems 14-				
3	Shadowing 12-				
3	Stealth 13- (15-)				
3	Streetwise 14-				
7	Tactics 14-				
3	Teamwork 13- (15-)				
6	WF: Small Arms, Blades, General Purpose/ Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons				

Total Powers & Skills Cost: 430

Total Cost: 600

200+ Disadvantages

- 10 Dependence: character must replace the rare high-tech parts in his armor with new ones every Day, or begin to suffer malfunctions resulting in an 11- Activation Roll for Powers derived from it (Uncommon)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Eurostar 8- (Mo Pow, NCI, Kill)
- 20 Psychological Limitation: Greedy (Very Common, Strong)
- 20 Psychological Limitation: Code Of The Mercenary (Common, Total)
- 10 Psychological Limitation: The Best And Knows It (Common, Moderate)
- 15 Reputation: deadly super-mercenary and terrorist, 11- (Extreme)
- 10 Rivalry: Professional (with Lazer, Seeks To Harm/Kill Rival)
- 10 Rivalry: Professional (with Steel Commando, Seeks To Harm/Kill Rival)
- 15 Social Limitation: Secret Identity (Craig Vandersnoot) (Frequently, Major)
- 250 Experience Points

Total Disadvantage Points: 600

Background/History: Craig Vandersnoot was a major in the U.S. Army assigned as a liaison to NATO. His good looks, charming demeanor, master's degree in political science, and take-charge attitude made him popular and respected, and before long he was put in command of a NATO research project to develop a light battlesuit for use by the military and law enforcement.

The project was going well under Vandersnoot's supervision when his "moonlighting" came to light: he'd been working as a security consultant and troubleshooter for several organized crime groups and terrorist organizations, accepting huge sums of money to keep them safe from the cops. He even helped plan and execute crimes, applying his tactical knowledge to make the "missions" go as smoothly as possible.

Three MPs were sent to arrest Vandersnoot quietly, so the press wouldn't get wind of things. He killed all three of them, snuck back into the research complex, and put on the battlesuit. Then he murdered every project scientist and technician he could find, stole all the plans and specs, and trashed the lab. When he was done, he escaped from the facility with ease.

Since then, Vandersnoot, operating under the codename "Mechassassin," has established an enviable reputation in the Mercenary World. Known for his skill, power, discipline, and ability to get even the toughest jobs done, he's made millions as he loots and pillages his way across the globe. He also works as a security chief and military trainer for master villains.

Personality/Motivation: Mechassassin is cool, collected, efficient, professional, and deadly. His self-confidence borders on arrogance; he knows

MECHASSASSIN PLOT SEEDS

Despite being rivals with Lazer and the Steel Commando, Mechassassin sometimes finds himself having to work side-by-side with them when the same villain hires them both. It's happened again — both he and Lazer are in the pay of Holocaust, who's putting together an army of mercs and low-powered villains to back another one of his bids for world power. Together, Lazer and Mechassassin are a deadly, efficient combination; can the PCs find a way to use their mutual animosity against them?

Mechassassin needs a constant supply of expensive parts for his battlearmor, and he's getting sick of having to buy them. He plans a series of raids against high-tech companies in and around Millennium City to steal enough parts to keep him supplied for over a year. If the PCs don't find out about this and stop him in time, he'll be able to eliminate one of his major weaknesses.

Another mercenary, wearing light battlearmor almost identical to Mechassassin's, appears on the superhuman scene. What's going on? Have some of the NATO scientists gone to work for themselves, selling armor to the underworld? Mechassassin's not sure, but he's determined to find out — and to eliminate anyone involved.

he's the best, and that when you put him on a job, the job's as good as done. Proud without being stupid, ruthless without being sadistic, disciplined without being a machine, he epitomizes the super-mercenary in the modern world.

Like any mercenary worthy of the name, Mechassassin keeps his employers' identities and related information confidential. He'll go to prison or take a bullet in the head before he reveals anything he's supposed to keep secret.

Quote: "When you're the best, you can get away with murder."

Powers/Tactics: Mechassassin's suit of light battlearmor comes equipped with numerous weapons that give him enough of an edge in combat to stand up against superheroes. They include a powerful electric pistol with two settings (regular and crispy), a launcher in his right gauntlet that projects a strand of tanglecoil to trap opponents, blades that pop out from his gauntlets, and a selection of grenades with numerous tactical applications. He also carries a shield with which to deflect enemy attacks. The suit requires daily maintenance and parts replacement, or it soon begins to malfunction.

But Mechassassin's greatest weapons are his mind and body. A soldier with years of experience in just about every sort of combat imaginable, he has a high degree of tactical awareness. He never fights stupidly, underestimates his opponents (especially superpowered ones), or takes foolish risks. He usually has at least two backup plans for every mission, and one standard and one alternate escape route.

Mechassassin's choice of weapons and tactics depends on who he's facing. If he's confronting a group of foes, or enemies he can't hit with normal attacks, he'll use his Tranq Gas Grenades, or "pop smoke" and take advantage of the fact he can see through the stuff and they (hopefully) can't. Against "bricks" and energy projectors, he'll use

his shield for protection and shoot with his Electric Pistol, often Rapid Firing if he has enough cover to compensate for the reduced DCV. Gadgeteers, weaponmasters, and other characters using Accessible Foci get the tanglecoil, followed by tranq gas.

Campaign Use: Like Lazer and the Steel Commando, Mechassassin is a "super-mercenary" (though a somewhat more powerful one), suitable for employment by just about any other villain. He works well with groups, whether as a leader or follower.

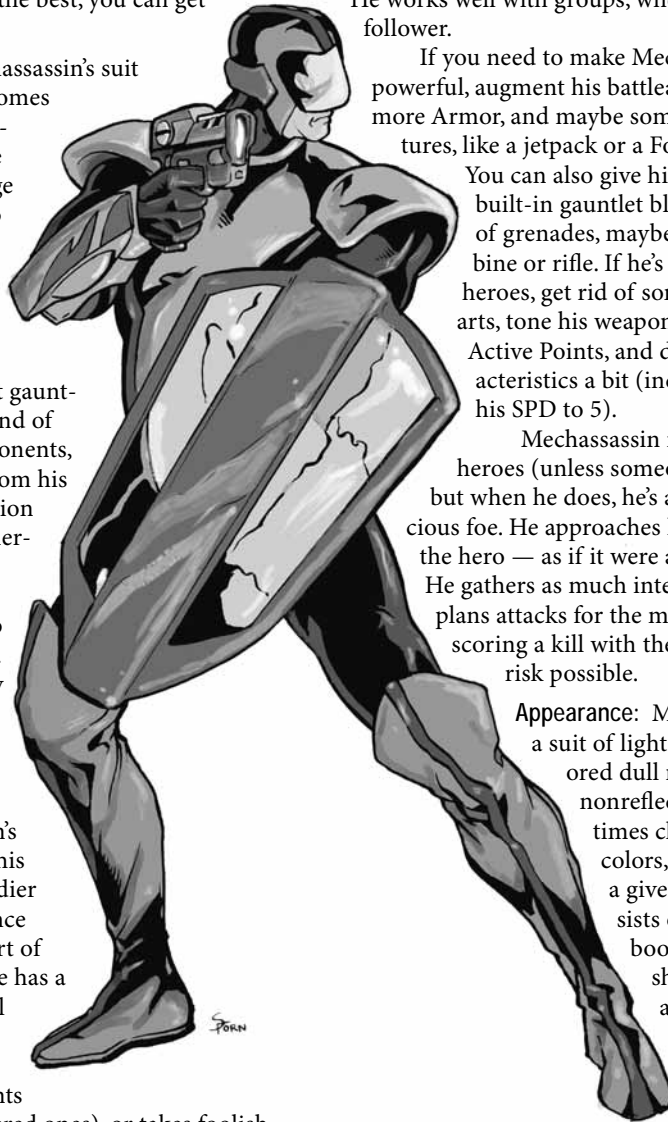
If you need to make Mechassassin more powerful, augment his battlearmor. Give it some more Armor, and maybe some additional features, like a jetpack or a Force Wall projector. You can also give him more weapons: built-in gauntlet blasters, other types of grenades, maybe an energy carbine or rifle. If he's too tough for your heroes, get rid of some of his martial arts, tone his weapons down to 75 or 60 Active Points, and decrease his Characteristics a bit (including reducing his SPD to 5).

Mechassassin rarely Hunts heroes (unless someone pays him to), but when he does, he's a tough and tenacious foe. He approaches his goal — to kill the hero — as if it were a military target. He gathers as much intel as he can, then plans attacks for the maximum chance of scoring a kill with the least amount of risk possible.

Appearance: Mechassassin wears a suit of light battlearmor colored dull red and grey (both nonreflective); he sometimes changes the suit's colors, if appropriate for a given mission. It consists of grey knee-high boots, belt, chestplate, shoulders, gauntlets, and helmet; and red legs, sides, and arms. On his right hip is a grey holster

holding an energy pistol. Built into his right gauntlet is a tanglecoil launcher. He also carries a dull red lozenge-shaped metal-and-plastic shield on his left arm.

Out of his armor, Craig Vandersnoot is 6'3", 220 pounds, blonde, blue-eyed, and handsome. He wears expensive casual clothes, drives well-built sportscars, and tends to throw a lot of money around.



MENAGERIE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
40	END	0		
30	STUN	2		Total Characteristics Cost: 121

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Powers	END
80	<i>Animal Forms:</i> Multiform (change into eight animal forms of up to 300 points each, see text; true form is human form), Instant Change	0
6	<i>Swift:</i> Running +3" (9" total)	1
3	<i>Strong Leaper:</i> Leaping +3" (6" forward, 3" upward)	1
5	<i>Animal Senses:</i> Nightvision	0
5	<i>Animal Senses:</i> Tracking for Normal Smell	0
9	<i>Animal Senses:</i> +3 PER with all Sense Groups	0

Talents

6 Combat Luck (3 PD/3 ED)

Skills

- 3 Acrobatics 14-
- 24 Animal Handler (all 13 categories) 17-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Concealment 12-
- 2 CK: Millennium City 11-
- 2 KS: The Zoo World 11-
- 2 PS: Veterinarian 11-
- 3 SS: Biology 12-
- 5 SS: Veterinary Medicine 14-
- 7 SS: Zoology 16-
- 5 Seduction 13-
- 3 Stealth 14-
- 10 Survival (Desert, Marine, Mountains, Temperate/Subtropical, Tropical) 12-
- 3 Tracking 12-

Total Powers & Skills Cost: 192
Total Cost: 313

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: Teleios 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)

- 15 Psychological Limitation: Protective Of Animals And The Environment (Common, Strong)
- 10 Psychological Limitation: Pyrophobia (Fear Of Fire) (Common, Mild)
- 15 Social Limitation: Secret Identity (Megan Munro) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from Mental Powers that affect Animal minds (Uncommon)
- 13 Experience Points

Total Disadvantage Points: 313

Background/History: As a child, Megan Munro loved animals. Her walls were covered with pictures of horses and elephants, her shelves with books about the creatures of the world, and her bed with the plush animals her parents gave her every Christmas. And animals liked her, too; the family dog and cat spent most of their time with her, and whenever her parents took her for pony rides or to the zoo, the animals would nuzzle her and eat right out of her hand.

As she approached adolescence, Megan began to have dreams about being an animal. Some nights she imagined herself a tiger, stalking through the jungle, some nights a shark cruising tropical waters, sometimes a fantastic creature like a dragon or a pegasus. Then one morning she woke up — and her dreams had come true. She was a housecat! Terrified, she huddled under the covers, wishing she was a girl again... and suddenly, she was.

Terror soon gave way to curiosity, and she discovered she could turn back and forth from a cat at will. After about a month of practice, she found she could turn into a rattlesnake, too. Over the course of her teenage years, other shapes followed as she became more and more comfortable with her shapechanging powers. But as her powers improved, she became more animal-like as a human, at least in thought and attitude — more aggressive, more confrontational, more territorial. Most of her forms were dangerous, predatory animals, and somehow their instincts affected and interwove with her personality.

Then came the day when her arch-rival, Heather Townsend, beat her out for homecoming queen. Unable to resist the fury within her, that night Megan transformed into her tiger shape and went hunting. In the morning, Heather's parents were horrified to find that some animal had mauled their daughter to death while she walked the family schnauzer. The police claimed it was "wild dogs," but the truth was they had no clues at all.

Megan made it through college, and then veterinary school, without much difficulty. To pay her bills and keep herself in the style to which she was quickly becoming accustomed, she used her animal power to commit crimes, and eventually even hired herself out as a spy, burglar, and sometimes even assassin. She also committed acts of vandalism, sabotage, and assassination against people and corporations she felt were despoiling the environment or harming animals.

Today, Megan maintains a secret identity as a

MENAGERIE PLOT SEEDS

After a scandal erupts at a major zoo over supposed neglect of the animals, several keepers are found mauled to death near various predators' cages. Is this Menagerie punishing the "animal abusers," a villain with animal control powers making the creatures fight back against their masters, or something even stranger?

There are reports of a "big cat" attacking joggers in the park. Is Menagerie up to something, or has a lion escaped from the zoo?

Teleios has long pursued Menagerie; he wants samples of her DNA and tissues to experiment with. Now he contacts her, explaining that with her help, he may be able to re-create several extinct species, like the passenger pigeon. Intrigued, she agrees to help, but it's a trick — instead, Teleios creates giant shape-shifting animals and sets them loose on the city. Menagerie has to help the PCs stop the monstrous creatures, and then convince them it wasn't her fault.

veterinary consultant to zoos all around the world; her rapport with animals is legendary among the zoological community. But at night she stalks the city as Menagerie, eager for the taste of warm blood in her mouth and the scent of her prey's fear.

Personality/Motivation: Although she usually seems like a nice, ordinary person, Menagerie has an animalistic, predatory streak to her personality — one she normally conceals so people don't suspect who she is. Aggressive, sometimes even vicious, she sees other people as potential prey, either for their riches or in the more literal sense of the term. Her code is the law of the jungle: anyone not strong, swift, or smart enough to avoid her deserves whatever happens to him. On the other hand, her animalistic side gives her a mild version of animals' fear of fire.

Menagerie feels somewhat protective toward, and even possessive of, animals, and the environment in general. She loathes anyone who mistreats or abuses animals, and will go out of her way to hurt them. This may include superheroes with "pets" whom she feels are demeaned by their relationship with the hero. She also enjoys punishing polluters, companies and stores who destroy the rain forest or other precious ecosystems, and the like.

Quote: "Everyone has to obey the law of the jungle... I just understand it better than you do."

Powers/Tactics: Menagerie is a mutant with the

power to assume the shapes and attributes of certain animals. At present she can only assume eight shapes: great white shark, Bengal tiger, crocodile, bull, falcon, housecat, rattlesnake, and rat. However, at first she could only assume one form, and gradually learned the others; it's likely her repertoire of forms will keep growing.

Menagerie's animal forms are slightly better than normal animals. Use the standard *HERO System Bestiary* writeups for them, but add up to +50 points to make their INT, EGO, PRE, and perhaps SPD match her natural Characteristics, boost their senses to match her "Animal Senses" power if necessary, and so forth. You could even give some of them the *Red In Tooth And Claw* martial arts style from page 14 of the *Bestiary*.

In combat, Menagerie shifts to the most appropriate shape (typically tiger or bull for land battles, shark or crocodile for water battles) and attacks aggressively. She can change shape as a Zero-Phase Action, allowing her to adapt to changing combat conditions quickly. Her smaller, faster forms make for easy escapes if necessary. Because most of her forms aren't heavy on defense, she often dodges, uses cover, or tries to find other ways to compensate.

Campaign Use: Menagerie makes a good antagonist for many types of stories. First, because her powers let her vary her methods and style of attack, she's a good villain for mysteries involving strange murders or robberies. Second, she's useful as "muscle" for villains of greater power, whether they need her for combat duty, spying, or assassination.

To make Menagerie more powerful, give her additional animal forms, and/or increase the power of the forms she can already assume. As she becomes more experienced, her animal forms may likewise become stronger and tougher, have larger claws and better reflexes, and so forth. She might even develop some half-woman, half-animal forms, like a lycanthrope. If she's already too powerful for your campaign, take away some of her animal forms; the fewer she has, the more of a one-trick pony she becomes.

While Menagerie is a skilled hunter in the normal sense of the word, she's not likely to Hunt heroes too often — vengeance isn't really a part of the law of the jungle, so it's not a big part of her personality, either. If she did start to Hunt a hero, she probably wouldn't do so on more than an 8-, and would pursue him as she would any other prey.

Appearance: Menagerie is a dark-haired woman in her late 20s, with a trim, athletic figure. She doesn't wear a costume, preferring everyday clothes that allow her to blend in with ordinary people, but often uses a headband to keep her long hair out of her eyes. Depending on her mood, she might subconsciously take on very slight feature traits from one of her animal forms (such as developing an almost unnoticeable point to her ears when she's feeling "catty" or fussy).



MIRAGE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	

6	PD	3		Total: 12 PD (6 rPD)
7	ED	4		Total: 13 ED (6 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 123

Movement: Running: 6"/12"

Cost Powers END

107	<i>Bag Of Tricks:</i> Variable Power Pool (Gadget Pool), 80 base + 40 control cost; VPP Can Only Be Changed In Lab/Arsenal (-½) var	
91	<i>Illusions:</i> Multipower, 114-point reserve; all IIF (-¼)	
18m	1) <i>Hologram Generator:</i> Sight, Hearing, and Smell/Taste Group Images, -5 to PER Rolls, Increased Size (32" radius; +1¼), Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼)	0
4m	2) <i>Hallucination Spray:</i> Mental Illusions 20d6; IIF (-¼), Based On CON (-1), Does Not Provide Mental Awareness (-¼), No Conscious Control (-1), Normal Limited Range (3"; -½), 8 Charges (-½) [8]	
6u	3) <i>Cloak Of Illusion:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼)	
56	<i>Illusionary Disguise:</i> Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation, Reduced Endurance (0 END; +½), Persistent (+½); IIF (Hologram Generator; -¼)	0
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)	0
6	<i>Observant:</i> +2 PER with all Sense Groups	0

Perks

3	Anonymity
4	2 Deep Covers
8	Money: Wealthy

Skills

20	+2 Overall
3	Acrobatics 13-
3	Acting 14-
3	Breakfall 13-
3	Bugging 14-
3	Computer Programming 14-
3	Concealment 14-
3	Conversation 14-
3	Demolitions 14-

3	Disguise 14-
3	Electronics 14-
8	Forgery (Documents, Money, Art Objects, Commercial Goods) 14-
3	High Society 14-
3	Inventor 14-
2	CK: Toronto 11-
2	CK: Vancouver 11-
2	KS: Poetry 11-
4	KS: The Superhuman World 15-
3	KS: Superpowers 14-
3	Mimicry 14-
3	Persuasion 14-
3	SS: Chemistry 14-
3	SS: Holography 14-
3	SS: Optics 14-
3	SS: Physics 14-
3	Security Systems 14-
3	Seduction 14-
3	Shadowing 14-
3	Sleight Of Hand 13-
7	Stealth 15-
3	Systems Operation 14-
3	Tactics 14-

Total Powers & Skills Cost: 435

Total Cost: 558

200+ Disadvantages

20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Hates Superhumans (Common, Strong)
5	Rivalry: Professional (with Utility)
15	Social Limitation: Secret Identity (Jesse Turnbull) (Frequently, Major)
15	Susceptibility: to electrical attacks, takes 1d6 instantly while wearing her costume (Very Common)
268	Experience Points

Total Disadvantage Points: 558

Background/History: "What do you mean, I'm being fired!???"

"I'm sorry, Jess, but that's the way it's gotta be."

"Why? I'm the best special effects and stunts person you've got! I can run rings around those other guys."

"Yeah, you're right. But you're not superhuman, are you?"

"Well... no."

"See, that's the thing. There's this agency now that hires out low-powered superhumans for stunts and things. You may be good, but you can't survive a fall from the top of a building with no safety net, the way these guys can. Even with all your tricks, you can't fake that sort of thing. Besides, we get an enormous break on our insurance if we replace you with these SuperStunts guys."

"Fine. If that's how it is, go right ahead and hire those freaks. But you're going to regret it!" As she left, she slammed the door so hard that pictures fell off the wall.

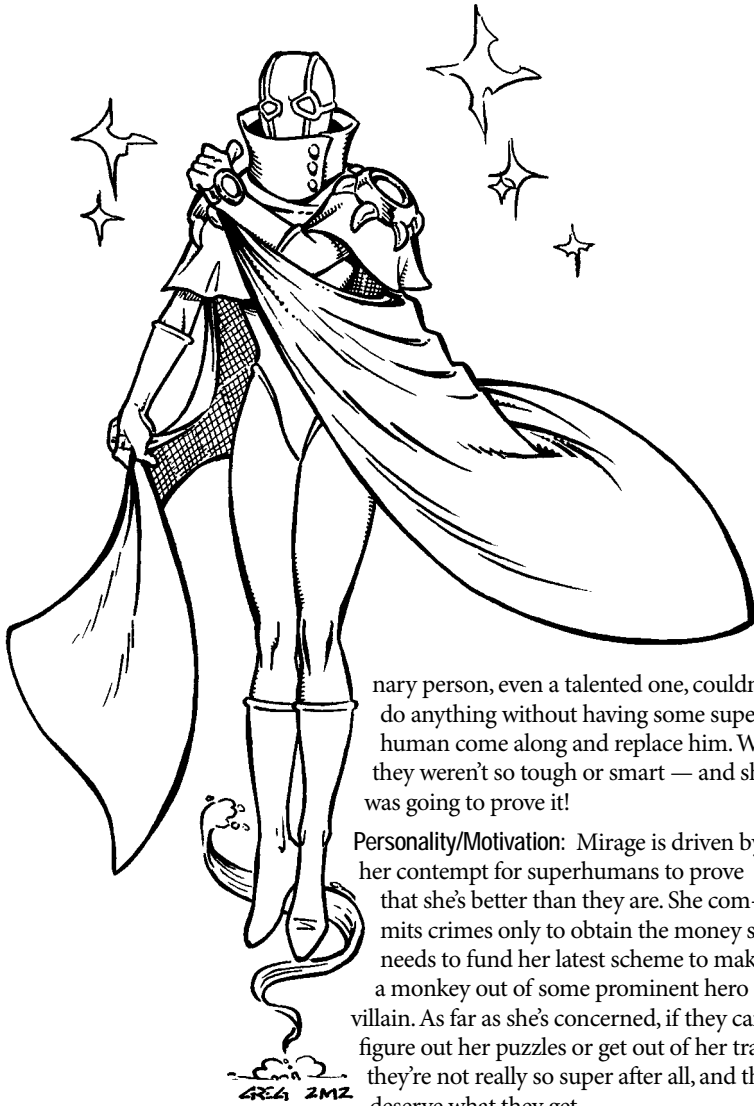
Damn superhumans! It was getting so an ordi-

MIRAGE PLOT SEEDS

Mirage and Utility have had a friendly rivalry going for years; both want to prove their superiority to superhumanity in some way. They decide to have a contest to see who can capture and/or humiliate the most Millennium City superheroes in a month, with the loser having to do whatever the winner wants.

Representatives from the Institute for Human Advancement approach Mirage to offer her a job as a "consultant" on "the superhuman menace." But it's not a legitimate job; they really just want to capture her, steal her technology, and use it to kill lots of mutants. With most of her equipment in the IHA's hands, Mirage has to humble herself and ask the PCs for help getting it back... or maybe just *trick* them into getting it for her...

The PCs receive a request from a local news station to allow a camera crew to film a "day in the life" documentary about the team. The "crew" is actually Mirage and her henchman, armed with knock-out gas weapons. The PCs soon wake up in one of her deathtraps.



nary person, even a talented one, couldn't do anything without having some superhuman come along and replace him. Well, they weren't so tough or smart — and she was going to prove it!

Personality/Motivation: Mirage is driven by her contempt for superhumans to prove that she's better than they are. She commits crimes only to obtain the money she needs to fund her latest scheme to make a monkey out of some prominent hero or villain. As far as she's concerned, if they can't figure out her puzzles or get out of her traps, they're not really so super after all, and they deserve what they get.

Quote: "Not so tough now, huh, hero?"

Powers/Tactics: Mirage's powers derive from holographic and optical technology built into her costume. These devices allow her to project highly realistic images with visual, audio, and olfactory components. They're obviously fake if touched, but she's extremely clever at setting them up to fool heroes and hide traps. Mirage can also use her illusions to "change shape" to hide in a crowd or look like someone else, or make it appear as if she's not even there. Additionally, she's got her Hallucination Spray, a mist so finely atomized it gets through even hermetically-sealed protection (*i.e.*, having Life Support [Self-Contained Breathing] offers no defense). It causes the victim to experience vivid, and often terrifying, hallucinations; Mirage cannot control what the victim "sees and experiences" during these episodes.

Mirage can't possibly stand up to a superhero in one-on-one combat, and she knows it. But that doesn't bother her — her whole *raison d'être* is to prove that ordinary humans can be just as good as supers even without powers. She uses her wits and elaborate plans to lure heroes into traps where she can threaten and humiliate them. To set up her traps, Mirage has her *Bag Of Tricks* Variable Power Pool. With it she can

construct deathtraps like the ones on pages 121-22 of *Champions* (though with fewer Active Points, unless you choose to ignore the standard rules in the interest of the story), robots to attack the PCs, and so forth. She also uses it for gadgets and weapons specifically designed to overcome an opponent's powers. Try to think of clever, creative uses for it.

If discovered or overcome, Mirage attempts to flee by covering herself with an illusion (*i.e.*, activating her Invisibility) and creeping away with Stealth. She loathes the thought of losing to pompous costumed jerks, so she always tries to have multiple escape routes available. She realizes she won't win every time, but as long as she isn't captured she counts it as a moral victory.

Because Mirage's costume contains so much gadgetry, exposure to electricity causes short circuits and feedback which hurt her. She'll do her best to stay out of the way of any lightning-powered superheroes.

Campaign Use: Mirage is good for a change of pace from the usual conquer-the-world or rob-the-bank sorts of supervillains. She's not interested in money or power; she wants revenge against a Superhuman World that she genuinely believes is far more harmful to ordinary humans than most people think. She'll create elaborate schemes to snare the PCs and draw them into her web of traps and terror so she can show them how weak and helpless they really are. Since she normally works by herself, give her whatever she needs — Bases, Vehicles, robots, or the like — to make her a challenging opponent, even if she runs out of Gadget Pool points.

To make Mirage more powerful, give her some additional abilities, such as: a fully Indirect (+¾) Energy Blast Linked to her Illusions power, so her holograms can fire energy beams at targets from any direction; a teleporter (Teleportation); or an Intangibility Web built into her costume (Desolidification). Of course, you could simply let her build these with her Bag Of Tricks, but that tends to make her more of a "combat machine" than she's supposed to be. To make her weaker, reduce her Gadget Pool to 50 points, get rid of some of her Skills (or convert them to Familiarities), and reduce the Active Points in her Multipower reserve.

Mirage is a tough and determined Hunter, but at least she's not vicious enough to try to kill a hero outright (in fact, humiliating a hero is usually better than killing him anytime). A PC who's Hunted by her simply gets selected as the target of more of her schemes and traps than other heroes.

Appearance: Mirage's costume covers her entire body, so that she can project holograms that cover her entire form. It's a royal blue bodysuit, with a collar high enough to come up to her nose, a full-face mask with goggles, and a blue cape somewhat like an Inverness cloak.

Out of her costume, Jesse Turnbull is a pretty woman in her late 20s with the build and muscles of a disciplined athlete. Her hair is long and light brown (fading to blonde-ish in the summertime), and her eyes green. She still has just a trace of her native Canadian accent and speech patterns.

THE MONSTER

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
30	DEX	60	15-	OCV: 10/DCV: 10
40	CON	60	17-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	

25	PD	13		Total: 25 PD (25 rPD)
25	ED	17		Total: 25 ED (25 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
20	REC	0		
80	END	0		
100	STUN	20		Total Characteristics Cost: 317

Movement: Running: 15"/30"

Cost	Powers	END
40	<i>Blood-Drenched Claws:</i> HKA 2½d6 (5d6+1 with STR)	4
90	<i>A Mind Too Evil To Comprehend:</i> Ego Attack 3d6, Does BODY (+1), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
12	<i>Monstrous Form:</i> Hardened (+¼) for 25 PD/25 ED	0
31	<i>Monstrous Form:</i> Damage Resistance (25 PD/25 ED), Hardened (+¼)	0
60	<i>Monstrous Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Monstrous Form:</i> Lack Of Weakness (-10) for Normal Defenses	0
8	<i>Heavy And Sturdy:</i> Knockback Resistance -4"	0
18	<i>Fast:</i> Running +9" (15" total)	2

Talents

15	Combat Sense 11-	
22	Danger Sense (self only, out of combat, Sense) 11-	0

Skills

10	+2 Hand-To-Hand	
3	Climbing 15-	
11	Concealment 15-	
11	Shadowing 15-	
3	Stealth 15-	

Total Powers & Skills Cost: 344

Total Cost: 661

200+ Disadvantages

20	Distinctive Features: monstrous visage (Concealable With Effort; Causes Extreme Reaction [abject fear])
40	Enraged: Berserk when struck (Very Common), go 14-, recover 11-
25	Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)
20	Hunted: The Sentinels 8- (Mo Pow, NCI, Capture)

25	Psychological Limitation: Hates Everyone (Very Common, Total)
25	Psychological Limitation: Must Inspire Fear, Wreak Havoc, And Spill Blood (Very Common, Total)
20	Reputation: murderous monster, 14- (Extreme)
10	Vulnerability: 2 x STUN from Sonic attacks (Uncommon)
276	Experience Points

Total Disadvantage Points: 661

Background/History: No one knows who — or what — the Monster is, where it came from, or who sent it. It simply appeared, one dark and stormy night, and began its reign of bloodshed and terror. Its skull-like face, glowing an evil green, is the last thing many people see. With claws that drip blood, it has left scores of corpses in his wake. The last time it ravaged the city, superheroes barely stopped it; next time they may not be able to contain it at all....

Personality/Motivation: The Monster is pure, unwavering evil. It exists only to destroy, kill, maim, and wreak havoc. Its mind is so full of evil thoughts and images that telepaths who establish psychic contact with it experience severe pain.

Quote: None. The Monster rarely communicates with anything except a roar of anger or a deep-throated chuckle of fiendish glee.

Powers/Tactics: The Monster attacks quickly, aggressively, and persistently. It usually opens the battle with a Presence Attack, especially in favorable conditions (e.g., while standing on a rooftop, silhouetted by the moon), then takes advantage of its victims' hesitation by ripping into them with its claws. Sweep attacks with its claws are not uncommon. If it can't close to HTH Combat distance, it uses its STR to throw the heaviest objects it can find.

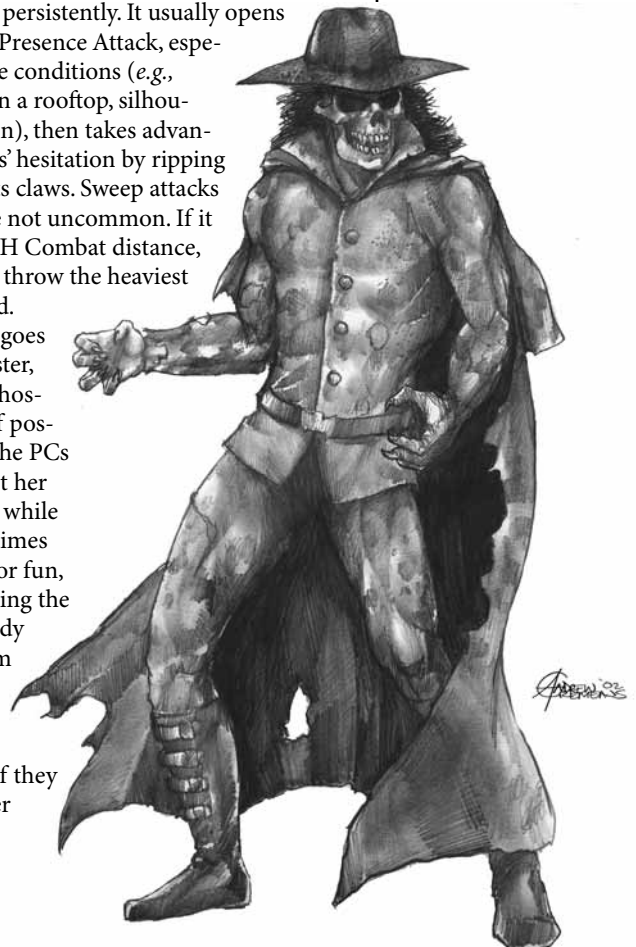
If the battle goes against the Monster, it tries to seize a hostage (a woman, if possible) and force the PCs to pursue it to get her back, or save her while it escapes. Sometimes it does this just for fun, carefully concealing the fact that it's already injured the victim so badly the heroes haven't a prayer of saving her even if they manage to get her back.

THE MONSTER PLOT SEEDS

The Monster attacks a charity fundraiser and kidnaps the First Lady! The PCs must get her back, unharmed — and that means finding the Monster, chasing it down on its own turf, and defeating it.

DEMON casts a spell to bring the Monster under its control, then turns it loose to slaughter the PCs, any NPCs known to be important to them, and anyone else who happens to get in its way. But what if the Monster is only pretending to obey DEMON for its own inscrutable purposes?

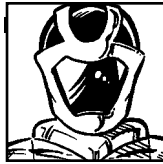
The Monster is in Stronghold — but a virtually identical being has been disemboweling people in Denver. Could there be more than one of it?



Campaign Use: The Monster is a “gothic super-horror” type of villain, and you should use it accordingly. Adventures involving it should take place in dark, haunted mansions, on stormy mountaintops, in shadowy alleyways, and other such places. Its appearance in the game should cause not only concern, but terror, on the part of the PCs. If it's not tough enough to challenge them, increase its STR, SPD, and HKA until its name becomes synonymous with death and fear. (On the other hand, if it's already powerful enough to gut all the PCs effortlessly, tone it back a little by reducing its STR and HKA; it should be really tough, but not unstoppable.)

The primary plot hook connected with the Monster is what it is and where it comes from. It could be a demon, a man possessed by a demon, a robot, a golem, a mutant, an alien, or some combination of the above. You should also decide who created/unleashed it, and why; its actions don't seem to indicate any purpose other than committing evil acts, but there may be a pattern the heroes cannot yet perceive.

Appearance: Standing nearly seven feet tall, the Monster is huge and frightening. Its face looks like an evilly-glowing green skull, and its large hands are tipped with sharp claws that seem to drip blood constantly. It wears clothes, including a floppy hat and large cloak, that appear to be made of charred leather.



Fear of EVIL

'The Monster is probably the most terrifying opponent I've ever faced in personal combat. Its claws can cut through even my armor, and its strength rivals Iron-clad's. But even worse than that is the fear it inspires. Something about it reaches into your mind and makes you want to run away and hide — it's a primal evil that will kill you if you can't get away. Standing up to that feeling is one of the hardest things I've ever done.'

— Defender of the Champions

Blood and Guts?

'It's not some demon or ghost or anything, jerkwad. It's a robot, I'm telling you. I'm a cyberkinetic, I know these things. Just looking at pictures of it, I can almost feel the computer brain in that head working at billions of calculations a second as the nanogears, artificial muscles, and hypermotors inside its shell move the arms and legs. It's a marvel of engineering, not some stupid fairy-tale reject.'

'I have no idea who built it, though.'

—Cybermind



MORNINGSTAR

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
25	PD	15		Total: 25 PD (18 rPD)
25	ED	19		Total: 25 ED (18 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
20	REC	8		
60	END	0		
65	STUN	0		Total Characteristics Cost: 237

Movement: Running: 11"/22"

Cost	Powers	END
12	<i>Morningstar:</i> HA +6d6; OAF (-1), Hand-To-Hand Attack (-½)	3
33	<i>Brick Tricks:</i> Variable Advantage (+½ Advantages) on 50 STR; Requires A Brick Tricks Roll (-½)	5
18	<i>Demonic Armor:</i> Damage Resistance (18 PD/18 ED)	0
5	<i>Demonic Body:</i> Power Defense (5 points)	0
10	<i>Demonic Limbs:</i> Running +5" (11" total)	1
5	<i>Demonic Eyes:</i> Infrared Perception (Sight Group)	0

Skills

4	+2 OCV with Morningstar
15	+3 Hand-To-Hand
2	KS: DEMON 11-
3	Power: Brick Tricks 19-
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 113

Total Cost: 350

200+ Disadvantages

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
20	Enraged: if his morningstar is taken from him (Common), go 11-, recover 11-
25	Enraged: Berserk if takes BODY (Uncommon), go 11-, recover 11-
20	Hunted: DEMON 8- (Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council 8- (As Pow, Capture)
10	Psychological Limitation: Love Of Battle (Common, Moderate)
10	Psychological Limitation: Hunger For Power And Riches (Common, Moderate)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)

Total Disadvantage Points: 350

Background/History: “Brother Germaine, kneel before the Inner Circle!”

On trembling legs, Stephen Germaine knelt. His whole body was shaking. To be summoned before the Inner Council itself! What had he done? What were they going to *do* to him?

“Brother Germaine, the Inner Circle has need of you. The Morbanes have cast horoscopes, and their divinations show that you were born at just the right moment to be the subject of our latest Ritual of Imbuement. You will go at once with these Initiates to the Sacrificial Chamber, that the ritual may be performed.”

“I hear, and obey,” said Germaine, hardly daring to believe his good fortune. He wasn’t being punished at all! The Morbanes were going to give him great powers — temporary ones, to be sure, but powers nonetheless.

The Ritual went as it had a hundred times before, though Germaine had no way of knowing that. When the pain subsided, he found that his body had been merged with that of some diabolic entity. Gone was his puny human flesh, replaced by demonic sinew of great strength. In his right hand was a chain, and at the end of that chain a large, spiked metal ball — a morningstar.

The Morbanes soon discovered that something unusual had happened. Instead of fading away after a few hours, Germaine’s powers remained. Somehow, the temporary effects of the Ritual had become permanent! They didn’t understand it, but they knew how to make use of this new weapon that had fallen into their hands. From that point forward, Brother Germaine — or *Morningstar*, as he was now called — served DEMON even more faithfully than before, for the Ritual bound him to DEMON’s service with chains not even his great strength could break. He smashed what the Morbanes told him to smash, slew those upon whom they pronounced their doom, and battled the so-called “superheroes” who would destroy his masters. But he soon began to chafe at this slavery; someone with his power should be free to do as he chose!

And then, a wondrous thing happened. While battling UNITY with several other DEMON supervillains, he and the Morbane in charge of the group were attacked by Dr. White and Dr. Black, the UNTIL superteam’s resident mystics. Somehow, the attack severed the control spell DEMON maintained on him; all at once, he was free! Without a second thought, he fled into the night, eager to escape the clutches of DEMON and begin fighting for his own gain.

Personality/Motivation: When Stephen Germaine’s petty human mind was merged with that of a war-devil in DEMON’s Ritual of Imbuement, he gained much of the devil’s nature to go along with his

existing criminal tendencies. Instead of possessing a simple desire for lots of money and an easy life, he now hungers for conquest, riches, glory, and power. Battle, and triumph in battle, are the keys to these things, and he fights with a fierce joy. He often has difficulty leaving a fight (even if he’s losing and knows he should flee) because he revels in combat so much.

Quote: “A bothersome fly such as you needs swatting.”

Powers/Tactics: Morningstar’s powers are a result of the merging of a human form with the body and spirit of a war-devil through a DEMON ritual. The result is a hybrid being possessing the enormous strength and resilience of the devil, with the intelligence and cleverness of the human.

In battle, Morningstar typically relies upon his namesake weapon, using it to smash anyone who gets in his way. It’s an Unbreakable Focus, and he values it above all other things; he typically flies into a berserk rage and attacks anyone who takes it from him. But that’s not all he can do. He’s well-versed at using his enormous strength for “power stunts”; this ability

is simulated by applying the *Vari-*



MORNINGSTAR PLOT SEEDS

DEMON wants Morningstar back. He used to be one of their most successful superpowered Brothers, and he will be again if the Inner Circle has anything to say about it. Rather than risk its own people, the Circle assigns two Morbanes to trick the PCs into tracking down and capturing Morningstar — and then kidnap him from them!

Talisman offers to enchant Morningstar’s weapon so it’s even *more* powerful, if he’ll just do one little favor for her. That favor? Kill her sister Witchcraft! In fact, she’ll place a temporary enchantment upon it now, to show what she can do, and to make it easier for him to slay her hated sister...

Using an ancient Egyptian black magic ritual, the Circle of the Scarlet Moon catches Morningstar and binds him to its service. Now he’s trapped again! How can he turn the tables on the Circle and alert the PCs to what’s going on, in a way that gets him free but not captured by the heroes?

NEBULA'S IMPRISONMENT POWER

As with any other Usable As Attack power, Nebula's *Imprisonment* ability has certain protections that defend against it completely. The best defense, though one only known to a few Andromedan criminals who guard the secret pretty closely, is a bio-electric Force Field "tuned" to the right "frequency." Some special effects of Power Defense similarly "attuned" might also apply. Additional defenses would include having the ability to cross dimensional barriers on one's own (Extra-Dimensional Movement, possibly some special effects of Teleportation), dimensional-energy based forms of Desolidification, "astral form" Duplication, or the innate ability to move faster than the speed of light (FTL Travel, some forms of MegaScaled movement)...

...and of course anything else the GM feels like adding based on the nature of his campaign and how he intends to use Nebula. Since Nebula is not a PC, how she functions in the story is really the most important thing when it comes to deciding exactly how her powers work, so as always, adjust to suit.

able Advantage Advantage to his 50 STR. For example, he can clap his hands together to create a seismic shockwave (Explosion), use his fists in a way that breaks through armor more easily (Armor Piercing), hit someone multiple times (Auto-fire), and so on. As a default, he assigns the Variable Advantage to Reduced Endurance (0 END) (though he won't do that if he plans to Push, of course).

Morningstar looks, and often acts, like a frightening, mindless brute, which leads his opponents to underestimate him. In truth, he's clever and tactically aware, with a healthy dose of human smarts tinged by diabolic guile. He may "play dumb" to get a foe in position for a Surprise Move, but otherwise he fights intelligently and well.

Morningstar no longer has a human form; he's trapped in his quasi-demonic shape forever. For this reason, he has no Social Limitation regarding his identity; it's neither public nor concealable.

Campaign Use: Morningstar is a good mercenary villain, suitable for employment by more powerful supercriminals (like Holocaust) or allying with other villains. A team lacking a "brick" might find him a perfect candidate for membership. If you want to use him as the focus of a story, you might delve into how he broke free from DEMON's control (that sort of thing hasn't happened before, or since), or deal with the consequences of his diabolic half becoming more powerful (and thus more out of control).

To make Morningstar more powerful, increase the Advantages for his *Brick Tricks* power (to +1, or more), or give him some additional "brick tricks" built with other powers. You could also make his morningstar do Double Knockback, or increase his STR or SPD. If he's already too tough for your campaign, reduce his defenses, SPD, and HA, or get rid of the Brick Tricks ability.

As a Hunter, Morningstar usually tries to get his foe into a position where he cannot refuse a challenge to single combat. He may kidnap one of the hero's DNPCs, or confront him in a situation where he can't back down without losing face.

Appearance: Morningstar is a strange, and in many ways hideous, cross between man and war-devil. His head and face have a look sometimes described as "demonically leonine," with a thick mane of black hair surrounding features with a slightly feline cast to them (including two tiny upward-pointing fangs visible even when his mouth is shut). His body looks like a burly, heavily-muscled human form with reddish-grey skin, garbed in a sort of rusty demonic plate armor, but in fact the "armor" is his demonic skin. The "armor" does not have gauntlets; it ends in bracer-like formations on the wrist. He carries his morningstar, a heavy chain about four feet long with a large spiked ball on the end, in his right hand.

NEBULA

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	

12	PD	6		Total: 27 PD (15 rPD)
15	ED	10		Total: 30 ED (15 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
80	END	15		
40	STUN	2		Total Characteristics Cost: 167

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
33	<i>Duress Gauntlets:</i> Multipower, 50-point reserve; all OIF (-½)	
3u	1) <i>Imprisonment:</i> Extra-Dimensional Movement (single location in Duress; see text), Usable As Attack (see sidebar; +1), Ranged (+½); OIF (-½)	5
3u	2) <i>Tractor Beam:</i> Telekinesis (20 STR), Fine Manipulation, Reduced Endurance (½ END; +¼); OIF (-½)	2
62	<i>Thrombolic Energy Manipulation:</i> Multipower, 62-point reserve	
4u	1) <i>Merciful Thrombolic Sword:</i> Energy Blast 12d6; No Range (-½)	6
4u	2) <i>Deadly Thrombolic Sword:</i> RKA 4d6; No Range (-½)	6
6u	3) <i>Thrombolic Blast:</i> Energy Blast 10d6, Reduced Endurance (½ END; +¼)	2
5u	4) <i>Nebula Field:</i> Drain STUN 2d6, Ranged (+½), Area Of Effect (4" Radius; +1), Personal Immunity (+¼)	5
30	<i>Force-Shield:</i> Force Field (15 PD/15 ED), Reduced Endurance (0 END; +½); OIF (costume; -½)	0
3	<i>Force-Shield:</i> Mental Defense (7 points total); OIF (costume; -½)	0
3	<i>Force-Shield:</i> Power Defense (5 points); OIF (costume; -½)	0
30	<i>Force-Shield:</i> Life Support: Total; OIF (costume; -½)	0
30	<i>Force-Flight:</i> Flight 15", Reduced Endurance (0 END; +½); OIF (costume; -½)	0

Skills

20	+2 Overall
4	+2 with Flight
3	Computer Programming 12-
3	Criminology 12-
2	AK: Andromeda Galaxy 11-
2	KS: <i>Shreegasha</i> Music 11-
3	KS: Criminals Of The Andromeda Galaxy 12-
3	Language: English (completely fluent; Yuun'ta is native)

- 3 PS: Galactic Law Enforcement Officer 12-
- 3 Stealth 14-
- 3 Tactics 12-

Total Powers & Skills Cost: 265

Total Cost: 432

200+ Disadvantages

- 15 Enraged: if someone tries to stop her from doing her duty to enforce the law (Common), go 11-, recover 14-
- 25 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 25 Hunted: NASA 8- (Mo Pow, NCI, Capture)
- 10 Physical Limitation: Knows Little Of Earth Culture (Frequently, Slightly Impairing)
- 5 Physical Limitation: Utterly Alien Physiognomy (-10 to all medical and related rolls to heal or help her) (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Must Enforce Her People's Laws (Very Common, Total)
- 15 Psychological Limitation: Hunting Vibron (Common, Strong)
- 15 Social Limitation: Public Identity (u-Vareeta Hoki) (Frequently, Major)
- 20 Vulnerability: 2 x STUN from Milky Way Galaxy Chemicals/Gases/Poisons (Common)
- 77 Experience Points

Total Disadvantage Points: 432

Background/History: A five-year investigation was finally coming to an end. Five years of high-speed pursuits, endless stakeouts, boring labwork, and countless interviews with snitches and lowlifes. It was all about to pay off. *Tayina Mathet* u-Vareeta Hoki activated her Force-Shield and smashed in the door.

"Freeze, *Shamareeth!*" she yelled, her Thrombolic Blasts at the ready. "I arrest you in the name of the Republic!"

Shamareeth was across the room, standing in front of some... portal. That was the only word she could think of for it. It was an asymmetrical arch, filled with coruscating purplish energies. Banks of equipment stood nearby; the technicians monitoring them quickly raised their arms. Shamareeth, looking blurred as usual, laughed. "Not this time, I think, *Mathet*. I have found a way to escape you and your foolish comrades forever. My only sadness is that I shall never again know the joy of tormenting you with your inability to stop me. Farewell!" With that he turned and headed straight for the archway.

"No!" Hoki shouted, swooping toward him with her Force-Flight. She grabbed him, intending to pull him back from the brink, but as he struggled, he slipped, and suddenly they both plunged through the purple veil.

Colors, thousands of them, colliding in her brain. Sounds, a cacophony of them, shrieking in her ears. Dizziness, disorientation, nausea, pain. Then a tremendous impact, and nothing.

She awoke a few minutes later... or it seemed like

a few minutes, she couldn't really tell. Shamareeth was nowhere to be seen — but that wasn't surprising, he'd been prepared for this trip and had no doubt recovered more quickly.

She became aware that some... people... were staring at her. They looked very odd, nothing like any Republic species she had ever seen or heard of. Some were very short; children, perhaps?

One of the children took a step toward her. "Are you a *superhero*?" he asked, with what she assumed was his face contorting oddly. She was amazed she understood him; somehow the passage through the portal had changed her mind so she could speak the language of this place.

"No, child, I am but a humble crimefighter," she said, staggering to her feet to look around. She saw stone-and-glass buildings, moving metal things belching smoke, humanoids wearing what appeared to be *organic* clothings. Clearly, she was far away from home.

"A superhero!" the child said, obviously pleased and not understanding what she'd said. Maybe she didn't speak this garish language as well as she thought.

Just then an alarm when off at the bank across the street. With a mad cackle, a red-and-black garbed figure smashed his way out through a transparent wall, with a bag in each of his hands.

"Blackfire!" someone shouted, and the crowd began to run away, screaming for help. Even on this strange world, it took no special intuition for *Tayina Mathet* Hoki to know when duty called.

"Halt, evildoer!" she shouted. "Surrender, and your time in Duress shall be short. Fight, and you shall never again be seen in this reality." Only a fool would choose the second option, knowing (as did everyone in the Republic) the powers of the Tel'narian Guard.

"Stuff it, sister!" the man in the black and red clothing replied. "No one stops Blackfire!" Dropping the bags, he pointed his arms at her and shot a bolt of fire. She stepped to the side, avoiding the brunt of it, her Force-Shield absorbing the rest.

"So be it. By the power of Republic and the authority of the Tel'narian Guard, I sentence you to Duress for eternity." With fist clenched, she pointed her gauntlet at him. Strange energies began to shimmer around it, then around him.

"Hey, what... no, wait... Noooooooooo!!!" he shouted, as he suddenly flashed like a photographic negative... and then vanished. The few wisps of smoke that marked his passing were quickly blown apart by the breeze. She flew away, eager to find the nearest Guard station and resume the hunt for Shamareeth.

It didn't take long for her to realize she wasn't on Debel IV anymore. In fact, she wasn't even sure if she was in the right *galaxy* anymore. This just didn't feel like "home."

It only took a little while longer for one of this world's champions to approach her. Garbed as gaudily as the criminal she'd sentenced, he asked to speak with her. Word of her confrontation with the criminal had apparently spread — by newsnet, no doubt — and he

NEBULA PLOT SEEDS

Nebula comes to the heroes for help. She believes the Duress dimension is starting to break down on or around Earth, because it wasn't meant to be used so much in this part of space. If it's not "shored up," thousands of super-human criminals from the Andromeda Galaxy will flood the planet. She and the PCs have to make a perilous journey there, repair the "weak spots" while fending off the inmates, and then return home safely.

Nebula discovers that a VIPER Nest is using Yuun'ta technology! How did they get it? The problem has become widespread enough already that she'll need the PCs' help to investigate and stop this intergalactic scheme.

A beloved ally of the heroes lies dying of some mysterious illness. Nebula suggests that Yuun'ta medical technology might be able to cure him — but of course it's all 2,200,000 light-years away. The PCs have to find a way to get there, get the technology, and get home before their friend passes away.

wanted to know what had happened. As she gave her report, the funny look on his face became more and more extreme. Perhaps he was not feeling well.

“You... sent him to... another dimension?” he finally managed to stammer when she’d finished.

“Yes, to Duress, pursuant to my powers as a member of the Tel’narian Guard.”

“And when does he... return?”

“Never. The penalty for attacking a member of the Guard is eternal exile.”

“And in this “Duress” place, what happens to him?”

“The Keepers inflict pain upon him, in accordance with the Republic’s Code of Supreme Justice.”

“So you sentenced him to eternal torment... for a *bank robbery*?”

“No, the robbery only entails a penalty of 50 years. He received the maximum sentence for attacking a member of the Guard, as I said.”

The discussion only went downhill from there. He was apparently offended by something she’d said or done, and he tried to apprehend her — “for her own good,” he said. Another attack. She confined him to Duress as well.

A few more days in this strange place, studying the local customs and conditions, convinced her Shamareeth had journeyed to some barbarian backwater, and brought her along. These people were primitive in the extreme; they certainly didn’t understand the Supreme Code, or the need for it, at all — which was all the more odd because crime seemed rampant here. There were more costumed people, some of whom seemed similar to the Guard, though much less disciplined or effective. She soon learned these people were called “superheroes.”

Lacking any means to get home on her own, Hoki decided to become one of these “superheroes” as she looked for Shamareeth, who might know how to create another portal and return to Debrel. But it soon became apparent the costumed heroes didn’t know much about police work. They kept getting upset when she sentenced criminals to Duress; many of them even tried to stop her! That’s when she realized it was going to take a long time to enlighten these barbarians...

Personality/Motivation: Nebula (the name comes from the starry-field appearance of one of her powers) is an alien from the Andromeda Galaxy. She is a member of the Tel’narian Guard, a group of superpowered police officers working for a government she refers to

simply as “the Republic.” Through advanced genetic and bioneural engineering, the Republic has hard-wired her to understand and enforce the Code of Supreme Justice (a.k.a. “the Supreme Code”), a body of criminal and penological laws that prescribe harsh punishments for even the most trivial of offenses.

She believes, with a faith as strong as that of the most pious saint, and logic as inviolable as a computer’s, that she is appointed and authorized to enforce

the Supreme Code. The draconian nature of the Code — which allows her to administer death via combat or execution, or sentence offenders to a hellish, torment-filled artificial dimension called the Duress — puts her at odds with

most superheroes on Earth. Many of them have tried to capture or stop her; more than a few of them have found themselves in Duress for “assaulting a duly authorized member of the Tel’narian

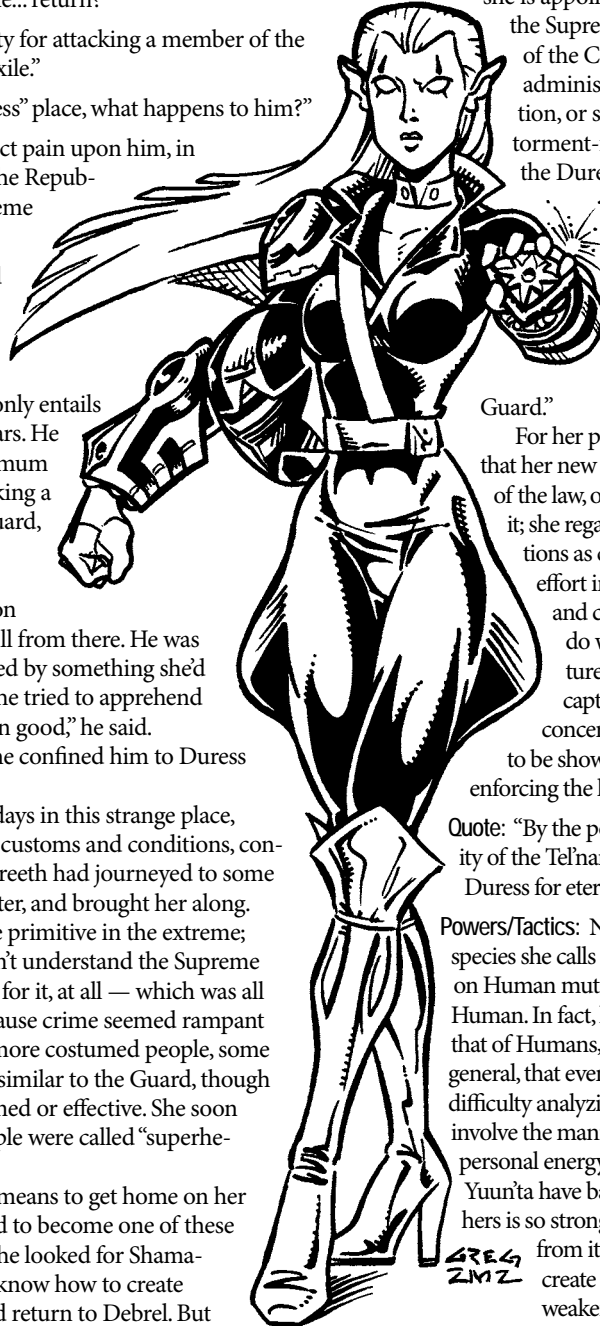
Guard.”

For her part, she’s shocked and dismayed that her new home has so little understanding of the law, or what must be done to enforce it; she regards Humans and Human institutions as childlike (at best). She’s put a lot of effort into understanding Earth culture and customs (not an easy thing to do when you’re both trying to capture criminals, and trying not to be captured yourself), but as far as she’s concerned, the “primitive Humans” need to be show, by her example, how to go about enforcing the law and ensuring public safety.

Quote: “By the power of Republic and the authority of the Tel’narian Guard, I sentence you to Duress for eternity.”

Powers/Tactics: Nebula is a mutant member of a species she calls the Yuun’ta. She does not register on Human mutant detectors because she is not Human. In fact, her physiology is so different from that of Humans, or Milky Way Galaxy species in general, that even experienced xenobiologists have difficulty analyzing or treating her. Her powers involve the manipulation of *thromba*, a sort of personal energy field natural to her people. Most Yuun’ta have barely-detectable *thromba* fields; hers is so strong she can form energy-swords from it, project energy bolts, and even create fields of thrombalic energy that weaken everyone in them.

As a member of the Tel’narian Guard, Nebula wears a special costume interwoven with technology that generates a protective energy-screen around her body and allows her to fly. But her most important piece of equipment are her Duress Gauntlets, with which she transports criminals to an alternate dimension called Duress. As she explains it, Duress was constructed by Yuun’ta engineers decades ago as the ultimate prison. No one sent there has ever found a way to leave it before his sentence has expired. While there he cannot die from starvation or exposure, but the Keepers (guards) impose



tortures related to the crimes he committed. Additionally, the “inmates” often fight among themselves, sometimes maiming or killing each other. The Duress Gauntlets are Unbreakable Personal Foci; only Nebula can use them. (The same applies to her costume, which generates a protective force-shield.)

In combat, Nebula prefers to rely upon her Thrombolic Energy powers, particularly her Merciful Sword. If she can't close to HTH Combat range, she'll use her Thrombolic Blast or Tractor Beam instead, or sometimes perform Move Bys/Throughs. The Duress Gauntlets are to be used only after she has the opportunity to pass sentence, which requires a Phase of solemn pronouncements.

Campaign Use: Nebula should present an interesting moral dilemma for most PCs. She is unquestionably a hero; her life-risking conduct to save innocents from harm should demonstrate that to them. But because she allocates to herself the power to act as judge, jury, and executioner — and to impose a punishment that seems extraordinarily harsh to most “four-color” superheroes — they're likely to find themselves at odds with her. What to do?

Nebula could also serve as a plot hook for adventures involving Vibron, or perhaps other criminals from the Andromeda Galaxy. He might not be the only one who devises a method to “get way from it all.” Since the Andromeda Galaxy is about 2.2 million light-years from Earth, it's pretty much a one-way trip, leaving Earth's heroes to deal with a bunch of villains from beyond.

If Nebula isn't powerful enough for your campaign (an important consideration if you intend to pit her against the entire PC team for at least one scenario), increase her Characteristics (STR 50, DEX 30, CON 30, SPD 8) and her Multipower reserve and slots (to 90-120 points); you could also give her more slots, and perhaps some other stand-alone powers. If she's too tough, try to scale her down to about 350 total points by decreasing her Characteristics (STR 20, DEX 20, CON 20, SPD 5) and other powers.

Nebula isn't going to Hunt superheroes; even if they fight her, she's not such a slave to the Code of Supreme Justice that she's going to go out of her way to exile them to Duress (she might very well do that in combat, though). She spends most of her time trying to track down Vibron (and other Andromedan criminals, if you create them), and generally fighting crime and doing good deeds.

Appearance: Nebula is a female of the reddish-skinned Yuun'ta species of the Andromeda Galaxy, humanoid but clearly not Human, beautiful not only after the fashion of her own people but to most Human eyes as well. Her Tel'narian Guard uniform is a black bodysuit with gold boots, belt, and helmet. On her hands and arms she wears her dreaded Duress Gauntlets. Made of a gold metal, they reach most of the way up to her elbow, but are slightly longer on top than on bottom. On the top, near the back end, is set an oval-shaped, facetless blue gem about 2” on its long axis; the gem glows eerily when the Gauntlets are in use. Her thrombolic energy powers have a purple or purple-silver color, though this may vary slightly depending on her mood.

OGRE

Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
33	CON	46	16-	
23	BODY	26	14-	
5	INT	-5	10-	PER Roll 10-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
				Total: 30 PD (30 rPD)
				Total: 24 ED (24 rED)
				Phases: 3, 6, 9, 12
30	PD	17		
24	ED	17		
4	SPD	10		
20	REC	0		
66	END	0		
73	STUN	0		
				Total Characteristics Cost: 210

Movement: Running: 6”/12”
Leaping: 23”/46”

Cost	Powers	END
13	<i>Devolutionized Body:</i> Hardened (+¼) for 30 PD/24 ED	0
34	<i>Devolutionized Body:</i> Damage Resistance (30 PD/24 ED), Hardened (+¼)	0
5	<i>Devolutionized Body:</i> Lack Of Weakness (-5) for Normal Defenses	0
10	<i>Super-Strong Legs:</i> Leaping +10” (23” forward, 12” upward)	1
23	<i>Super-Strength Smash-Through:</i> Tunneling 1” through 15 DEF material; Requires A STR Roll (-½), Walls Only (-½)	5
6	<i>Animalistic Senses:</i> +2 PER with all Sense Groups	0

Skills
15 +3 Hand-To-Hand
1 KS: The Superhuman World 8-

Total Powers & Skills Cost: 107
Total Cost: 317

200+ Disadvantages

30	Enraged: Berserk in combat (Very Common), go 11-, recover 14-
25	Enraged: Berserk when takes BODY damage (Uncommon), go 11-, recover 11-
25	Hunted: ARGENT 8- (Mo Pow, NCI, Capture)
25	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Devolutionized Memory (Common, Strong)
15	Psychological Limitation: Hates “Bullies” (Common, Strong)
15	Reputation: stupid, destructive super-strongman, 11- (Extreme)
15	Social Limitation: Public Identity (James “Jack” Stevens) (Frequently, Major)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)

Total Disadvantage Points: 395 (see text)

OGRE PLOT SEEDS

Ogre continues devolutionizing, become more and more brutish — both stronger and stupider. Eventually he's strong and tough enough to make Grond look puny, and touchier than a bull with a toothache. Once he starts rampaging across the city, it may take the combined efforts of America's greatest superheroes to stop him!

Grond has his heart set on a vacation rampage through Acapulco, but recently DEMON used a magic spell to take control of him and make him destroy Iowa City, so he feels the need to express his dismay at their shameful violation of his personal rights. He decides to trick Ogre into going after a Demonhome in Millennium City so that he can still catch his plane to Mexico.

ARGENT believes the Devolutionizer Ray could still work, but since all the data on the project was destroyed by Ogre during his escape, it needs to gather new data before it can proceed. Rather than waste money hiring mercenaries, it plans to antagonize Ogre, let the PCs capture him, then kidnap him from the police.

Background/History: In need of a random group of test subjects for its latest invention, a Devolutionizer Ray designed to turn ordinary humans into super-strong quasi-australopithecines, ARGENT kidnapped a couple dozen people from a sporting event in Denver. One of the victims was Jack Stevens, a computer programmer.

One by one, Jack saw his fellow prisoners led out of the room, and soon heard the agonizing screams as their captors did... *something* to them. Then the guards came in and motioned to him. They took him into a laboratory and strapped him down, smashing him in the side with a rifle butt when he tried to break free. Then Jack heard an

odd-pitched whine and saw bizarre lights inside his brain. Pain ripped through his body. He screamed and screamed, it seemed like forever, but then the pain slowly faded away and he passed out.

And that's the last time Jack Stevens remembered anything.

The Devolutionizer Ray worked on him, at least partially. It transformed

him into a brutish proto-humanoid, strong enough to rip cars in two or punch through armor plating, but dumb as a bag of hammers. It wiped out most of his memories of his old life, leaving only the recollection of being captured, forced into a lab, and tortured. The thought of the torture enraged him. He snapped

the restraints the ARGENT scientists had put him in, smashed through one of the lab's walls, and proceeded to destroy the entire facility as a way of punishing the "bullies." Slightly calmer after so much "exercise," he wandered off into the night before the cops arrived. Soon "the Ogre" (as one of his early employers dubbed him) was a well-known, and easily-manipulated, figure on the supervillain scene.



Personality/Motivation: The Devolutionizer Ray affected Ogre's mind as well as his body, making him intensely stupid. He has difficulty remembering things (particularly complicated subjects, like detailed attack plans). When he's involved in a scenario, at some point the GM should make an EGO Roll for him; if he fails, he's forgotten an important fact; once he realizes this, his frustration may make him do something destructive.

In one respect, Ogre's memory is quite good. He vividly recalls being captured and tortured (though he doesn't know by who, exactly). This has left him with a strong dislike of "bullies," his term for anyone who tries to hurt other people, force other people to do things they don't want to, make fun of other people, or the like. "Bullies" also include just about anyone who tries to stop Ogre from doing something Ogre wants to do (unless they use very gentle persuasion and somehow appeal to his "good side"). Many supervillains have exploited Ogre by tricking him into thinking a particular hero is a "bully."

Quote: "You not stop Ogre! Ogre smash *all* bullies!"

Powers/Tactics: Ogre lacks the intelligence to formulate any sort of sophisticated tactics. Typically he picks an opponent — the most "bully"-like one, or the one who's hurt him the most in the current or past combats — and smashes him with all his strength. He particularly enjoys Haymaking his Punch, and will do so whenever there's a reasonable chance he'll succeed (for example, if his opponent is Stunned).

Campaign Use: Ogre is a straightforward brick, useful as a hireling or patsy for a more intelligent or sophisticated villain. However, Jack Stevens was an ordinary, even upstanding, citizen; if a way could be found to reverse the Devolutionizer Ray's affects on Ogre's intelligence, he'd probably switch gears and become a superhero — or a super-strong volunteer worker.

Ogre has 78 Character Points unspent from his Disadvantages (or only 33 if you want to limit him to 150 points' worth of Disadvantages). These come into play after the game begins if you want; you could spend them on additional "brick trick" abilities Ogre develops during the game, or other powers that arise as his body devolutionizes further.

To make Ogre more powerful, increase his STR or SPD, or give him some Damage Reduction. You could also add a few more "brick tricks," like his Super-Strength Smash-Through. To weaken him, reduce his STR and defenses.

Ogre really isn't smart enough to Hunt heroes; he doesn't have the intelligence or memory needed to formulate a Hunting plan and carry through on it. He's good at holding grudges, though; if a hero (particularly another super-strong character) has defeated him repeatedly, he'll always go after that "bully" first.

Appearance: Ogre is a huge, thick-limbed man with a face whose prominent brow-ridges, skull-ridge, and pointed ears betray his proto-human nature. He usually wears a dark, short-sleeved bodysuit and grey boots.

PHOTON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
30	DEX	60	15-	OCV: 10/DCV: 10
25	CON	30	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
22	COM	6	13-	

7	PD	5		Total: 27 PD (20 rPD)
18	ED	13		Total: 38 ED (20 rED)
8	SPD	40		Phases: 2, 3, 5, 6, 8, 9, 11, 12
7	REC	0		
50	END	0		
30	STUN	2		Total Characteristics Cost: 177

Movement: Running: 6"/12"
Flight: 30"/60"

Cost Powers END

79	<i>Lightfire:</i> Multipower, 79-point reserve	
7u	1) <i>Lightblast:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Brightblast:</i> Sight Group Flash 12d6, Reduced Endurance (½ END; +¼)	3
7u	3) <i>Brightfield:</i> Sight Group Flash 7d6, Area Of Effect (4" Radius; +1)	7
5u	4) <i>Brightcone:</i> Sight Group Flash 7d6, Area Of Effect (8" Cone; +1); No Range (-½)	7
7u	5) <i>Maxbright:</i> Sight Group Flash 10d6, Armor Piercing (+½)	7
8u	6) <i>Laser-Eyes:</i> RKA 3d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼)	3
30	<i>Lightform Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Prism-Field:</i> Force Field (20 PD/20 ED), Reduced Endurance (0 END; +½)	0
60	2) <i>Lightflight:</i> Flight 30", Reduced Endurance (0 END; +½)	0
36	3) <i>Lightspeed I:</i> Teleportation 11", MegaScale (1" = 10,000 km; can scale down to 1" = 1 km; +1½), Reduced Endurance (0 END; +½)	0
30	4) <i>Lightform:</i> Desolidification (affected by light and darkness attacks), Reduced Endurance (0 END; +½)	0
10	<i>Lightspeed II:</i> FTL Travel (1 LY/year)	0
25	<i>Brighteyes:</i> Sight Group Flash Defense (25 points)	0

Skills

6	+2 with Lightfire Multipower
1	Computer Programming 8-
2	KS: The Superhuman World 11-
2	PS: Graduate Student 11-
2	SS: Astronomy 11-
2	SS: Optics 11-
3	Streetwise 12-
3	Systems Operation 11-

Total Powers & Skills Cost: 362
Total Cost: 539

200+ Disadvantages

15	Accidental Change: when she experiences significant stress, frustration, or aggravation 11- (Common)
20	DNPC: Greg Betts (boyfriend; Unaware of Photon's Social Limitation: Secret Identity) 11- (Normal)
15	Hunted: California Patrol 8- (Mo Pow, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Amoral (Common, Strong)
15	Social Limitation: Secret Identity (Colleen Dewey) (Frequently, Major)
20	Susceptible: to Darkness to Sight Group, takes 1d6 per Phase (Common)
10	Vulnerability: 2 x STUN from Darkness attacks (Uncommon)
10	Vulnerability: 2 x BODY from Darkness attacks (Uncommon)
179	Experience Points

Total Disadvantage Points: 539

Background/History: Colleen Dewey was a graduate student pursuing a Ph.D. in astronomy. To improve her ability to study the stars, she learned how to design new, improved lenses for her telescopes. Her peers scoffed at her, but she claimed her lenses made the heavens come through much more clearly.

Late one evening, Dewey was scanning the heavens on her normal schedule, using an all-new lens she'd just created that day with some new procedures and supplies she'd never tried before. Suddenly, she chanced across something... odd. Smack in the middle of Orion, where it had no right to be, there was an unusual patch of bright light. It didn't look quite like a star, or anything else she'd ever seen. She focused in on it, watching intently, wondering if she'd just discovered something that would get her name in the journals.

Then the light flared, and there was a white flash inside Dewey's mind, and she passed out.

She awakened several hours later. At first she thought dawn was breaking, but then she realized *she* was the one glowing, not the eastern horizon. Her whole body was emitting a field of soft, yellow light. Panic started to rise within her mind — what had *happened* to her? — and it only increased as the field began to get brighter. Soon she was curled into a ball, her hands pressed over her eyes, trying to shut out the light, but it was too bright.

Something snapped in Dewey's mind that night. Maybe whatever changed her physically affected her psychologically as well, or maybe her conscious and subconscious terror over what had happened to her did the trick, but the result was the same. She went from being an ordinary, law-abiding graduate student to a callous criminal. With her incredible light-based powers to help her, she's committed numerous robberies and various other forms of mayhem, not hesitating to blast the police

PHOTON PLOT SEEDS

A rogue Star Guardian, Velat na Karýth, contacts Photon. He claims the light she saw, and that gave her her powers, was from his Star-Staff, whose considerable power he has augmented with long-lost Malvan technology. He wants to enlist her help in his planned conquest of Earth. Is he telling the truth... or is there more here than meets the eye?

Photon and Tachyon meet, fall in love, and begin a Bonnie and Clyde-like crime spree across the country. Who else might join them for the thrill of it? How will the PCs find them and stop them? What will Photon's former boyfriend Greg do about the situation?

Photon begins to mutate, with her powers slowly altering away from the spectrum of visible light and into the ultraviolet. Soon the radiation she's giving off will be enough to endanger everyone around her. Why is this happening, and what steps will she take to stop it?

or any superheroes who got in her way. Though she does not pose as much of a threat as the likes of Gravitator or Firewing, she's still a force to be reckoned with, and every year she seems to get more powerful.

Personality/Motivation: Photon is callous, amoral, arrogant, and greedy. Where once she only cared about her studies, friends, and family, these days she ignores all those things (except for her boyfriend Greg) in favor of stealing and being a part of the Superhuman World. She doesn't want to kill or seriously harm anyone, but otherwise she's only concerned with herself and what she can take. She figures she deserves anything she can get; after all, the light in the sky made her a "freak" who can't ever really be a part of anyone's life anyway.

Quote: "Time to light this place up!"

Powers/Tactics: Photon's body was infused by a strange light from the sky, whose origin and nature she remains utterly ignorant of. As a result, she gained powers relating to light and brightness. She can project blasts of light in various forms (from deadly lasers, to concussive blasts, to blinding flashes), protect herself with a force field of shifting prisms and planes of light, and even transform her body into a mostly-light form (her Desolidification). When she first became a supervillain, she only had some of these powers, and she could easily develop more (see below) over time.

In combat, Photon has to watch her END usage carefully; she doesn't have enough END to go full-tilt every Phase, Turn after Turn. With her high SPD, she can often afford to spend a Phase or two each Turn taking Recoveries to make up for the lack. For some reason, despite her experience, she's never undergone any increase in stamina.

With her Lightspeed I power, Photon can go pretty much anywhere on Earth in the blink of an eye (though of course, if she hasn't been there before, she's going to have to slow down and search for her precise destination; she doesn't have any heightened senses that function with her Mega-Scaled Teleportation). It's a great power for escaping from the scene of a crime. With her Lightspeed II power, she could journey around the near regions of Earth's solar system easily — but she hasn't yet developed a way to so wholly transform her body into light that she can survive in outer space (*i.e.*, have Life Support). No doubt she'll learn to do so in time (*i.e.*, after earning some more Experience Points).

Photon still does not entirely have control over her powers; if she's in her normal human form and gets frustrated or upset, she may spontaneously transform into her superhuman persona. She's also vulnerable to darkness-based attacks, or fields of darkness which cut off her access to outside light.

Campaign Use: Photon makes a good mercenary-type villain whom master villains can employ, or she can team up with similar super-criminals to form impromptu teams. Additionally, you can explore the question of her origin — what was that mysterious light from space? Why did it affect her and not someone else?

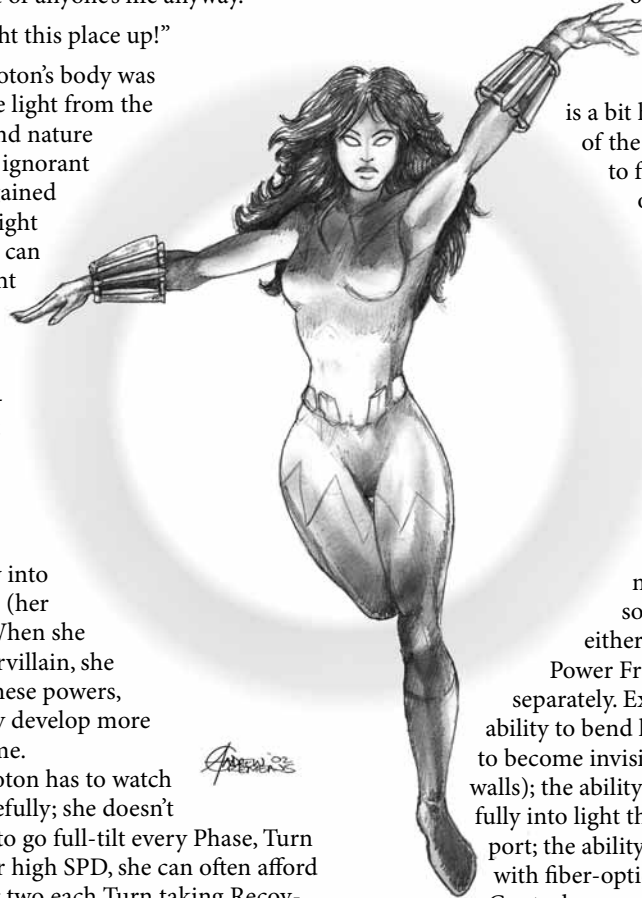
Photon might make a good potential member of GRAB. Like that

group's members, she's not a killer and mostly interested in money. She is a bit harder-edged than most of the GRABbers, more prone to frustration and angry outbursts, which might cause friction within the team. Another possibility is that she and Tachyon might start a relationship; their mutual interest in astronomy would draw them together as much as their common career as supervillains.

To make Photon more powerful, give her some additional abilities, either as part of one of her Power Frameworks, or bought separately. Examples include: the ability to bend light (allowing her to become invisible, or to see around walls); the ability to transform herself fully into light that she gains Life Support; the ability to control machines with fiber-optic technology (Mind Control versus the Machine class of minds); the power to shape light into solid forms (Force Wall, Entangle, and various other powers). To make her less powerful, decrease her SPD to 6 or 7, and her Multipower's reserve to 60 Active Points.

Photon is not a particularly imaginative Hunter, and rarely Hunts anyone on more than an 8-. Her methods are simple: she occasionally attacks her quarry, particularly during sensitive moments. That's about the limit of her tactical thinking in this situation.

Appearance: Photon's costume is a bodysuit with sunset-pink torso, thighs, and arms, and sunset-gold legs, boots, and gloves. She does not wear a mask, but conceals her identity through minor light-manipulations that subtly alter her features and make her eyes look pupilless. Her hair is long



and dark.

RIPTIDE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
12	PD	8		Total: 18 PD (6 rPD)
10	ED	6		Total: 16 ED (6 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
30	STUN	0		
Total Characteristics Cost: 113				

Movement: Running: 6"/12"
Swimming: 20"/40"

Cost	Powers	END
80	<i>Water Powers:</i> Multipower, 80-point reserve	
8u	1) <i>Water Blast I:</i> Energy Blast 9d6, Double Knockback (+¾)	8
8u	2) <i>Water Blast II:</i> Energy Blast 8d6, Area Of Effect (16" Line; +1)	8
7u	3) <i>Water Blast III:</i> Energy Blast 10d6, Reduced Endurance (0 END; +½)	0
6u	4) <i>Filled Lungs:</i> Energy Blast 6d6, NND (defense is Life Support [Expanded Breathing: Breathe Underwater or Self-Contained Breathing]; +1)	6
5u	5) <i>Splash In The Face:</i> Sight and Hearing Group Flash 6d6, Reduced Endurance (0 END; +½)	0
18	<i>Water Form:</i> Armor (6 PD/6 ED)	0
45	<i>Water Form:</i> Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%	0
13	<i>Aquatic Adaptation:</i> Life Support (Self-Contained Breathing, Safe Environment: High Pressure, Intense Cold)	0
27	<i>Liquid Intangibility:</i> Desolidification (affected by cold or fire); Cannot Pass Through Solid Objects (-½)	4
18	<i>Superb Swimmer:</i> Swimming +18" (20" total)	2
Skills		
4	+2 with Swimming	
2	KS: Barbie Dolls 11-	
2	KS: Rock Music 11-	
2	PS: Singing 11-	

Total Powers & Skills Cost: 245

Total Cost: 358

200+ Disadvantages

- 20 Hunted: DEMON 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Greedy; Out For All She Can Get For Herself (Very Common, Strong)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Social Limitation: Secret Identity (Marjorie Preston) (Frequently, Major)
- 30 Vulnerability: 2 x Effect from Presence Attacks (Very Common)
- 10 Vulnerability: 2 x STUN from Cold Attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Cold Attacks (Uncommon)
- 13 Experience Points

Total Disadvantage Points: 358

Background/History: Convinced she could make it big as a singer, Margie Preston ran away from her home in Iowa to the Big City shortly before her eighteenth birthday. Unfortunately, what awaited her was not stardom, but poverty and misery. With just ten dollars in her pocket when she arrived, she was easy pickings for a handsome guy at the bus station who offered to "help her out."

Unlike so many girls trapped in these desperate circumstances, Margie didn't wind up working the streets. The man she met was a member of DEMON, and he gleefully turned her over to his masters for their dark rituals. Seeing her as good fodder for "an experiment," one of the Morbanes cast a spell that bonded her with a water elemental. He hoped to obtain a servant with the powers of the elemental, but the pliability of the scared and easily-dominated girl.

What he got was a superhuman too powerful for him to handle. Crazed with fear and newfound power, Margie smashed her way out of the Demonhome and into the streets. Somehow she eluded capture by both DEMON and the police long enough for her wits to return. She realized she could never go back home now — and she couldn't become a rock star, either. But as long as she had superpowers, she intended to live the life of luxury she'd always dreamed of!

Personality/Motivation: Margie — or Riptide, as she now prefers to be called — is still in many ways a naive and insecure girl. Her only motivation is greed; she grew up poor, so she uses her powers to steal all kinds of luxuries she's never had before (and all the collector's Barbie dolls she can carry, to replace the ones she left behind in Iowa). She doesn't think of much besides creature comforts and money. Her insecurity makes her easy pickings for anyone with enough force of personality to seduce or bully her, and as a result she's worked for a lot of more experienced supervillains and come away with little or nothing to show for it. Someday, she may become confident in her abilities, at which point anyone

**RIPTIDE
PLOT SEEDS**

Riptide robs a museum, stealing some valuable jewelry that caught her eye one day. Unfortunately, Mechanon wants one of the gems for a laser cannon, and DEMON thinks the necklace is an enchanted talisman, and the Ultimates had their eyes on that particular stash. Now they're *all* after her; terrified, she turns to the PCs for help.

The PCs happen to meet Margie's parents on the street; they've come to the city looking for their "lost daughter." Surely, the heroes won't hesitate to offer their assistance to so heartbroken an old couple....

The local Morbane works a special ritual to bind Riptide to DEMON's service, as was originally intended. She now finds herself serving some of the most evil men on the planet, forced to commit all sorts of heinous acts she'd never even consider on her own. She needs to get free and clear her name... but how?

who tries to use her as a doormat or patsy had better watch out.

Quote: “Sorry to be such a wet blanket...”

Powers/Tactics: Riptide’s powers are water-based, and derive from the fact that she was bonded with a water elemental as part of a magic ritual. She can project blasts of water, choke a victim by filling his lungs with water or blind and deafen him with a properly-directed splash. Her semi-liquid form is difficult to damage, and she can become wholly liquid to slip through grates, cracks, and the like. And, of course, she can swim extremely fast.

Riptide hasn’t learned enough yet to have any sense of tactics. She picks a target and attacks him until he falls down, or she does. She’s discovered the hard way that cold powers cause her a lot of pain, so she avoids cold-using superheroes or, if cornered, attacks in a fury with Pushed Energy Blasts in the hope of getting away.

Riptide’s inexperience also shows in the fact that she tires easily. Unless she restricts herself to her weakest Water Blast, she can run out of END after a little more than a Turn if she’s not careful (especially if she’s also swimming). She tries to pay attention to this, but hasn’t completely learned her lessons yet.

Most of Riptide’s abilities are usable only when she’s in her water form. However, since there’s little or no way to stop her from transforming in most situations, they’re not bought with the *Only In Heroic Identity* Limitation.

Campaign Use: Riptide is a good, basic villain who could work for just about anyone because

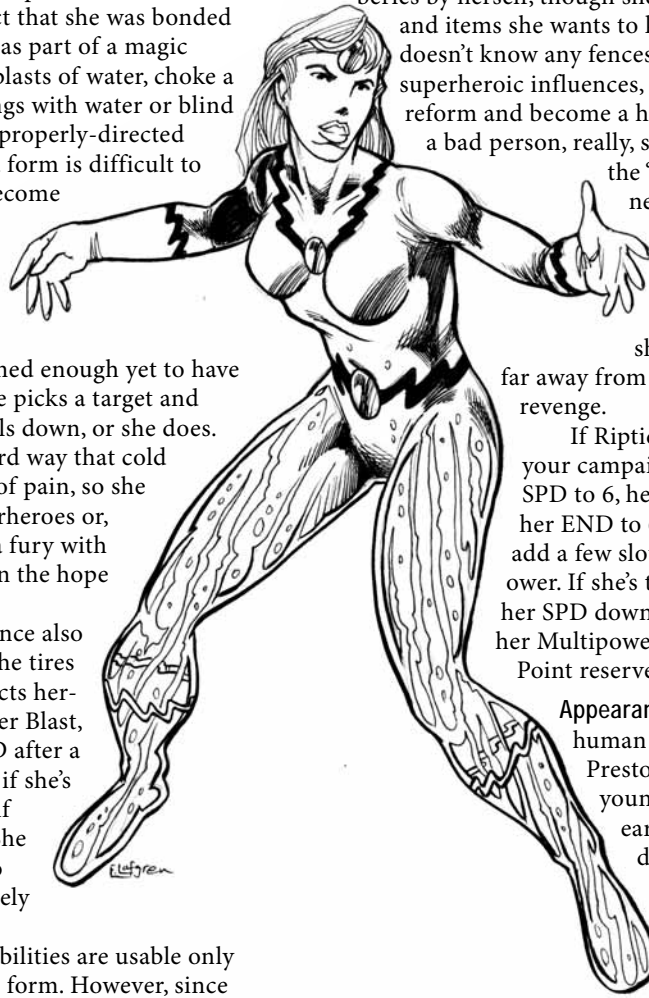
she’s so easy to manipulate. Given time, as she becomes more powerful and confident, she may start to pull more jobs on her own (or, more complicated jobs — she commits lots of robberies by herself, though she only takes cash and items she wants to keep, since she doesn’t know any fences). Under the right superheroic influences, she might even reform and become a hero — she’s not a bad person, really, she just wants all the “good things” she’s never had.

Riptide would never Hunt anyone. If a hero hurts her, she prefers to stay far away from him, not seek revenge.

If Riptide is too weak for your campaign, increase her SPD to 6, her REC to 15, and her END to 60. You might also add a few slots to her Multipower. If she’s too strong, knock her SPD down to 4 and reduce her Multipower to a 60 Active Point reserve.

Appearance: In her normal human form, Margie Preston is a pretty young woman in her early 20s, with shoulder-length wavy brown hair, brown eyes, and an attractive figure. As Riptide, she has the same

figure, but appears to be made entirely of water. She can transform from one state to the other with but a thought. In human form, she sometimes wears a light blue costume with dark blue highlights.



THE ELEMENTAL EVILS

As mentioned in one of Zephyr’s plot seeds (page 216), DEMON might want to create a team of hired villains based around the four classical elements of Air, Earth, Fire, and Water. To fill these roles, it would recruit Zephyr, Temblor, Blowtorch, and Riptide.

While this team would make a powerful opponent for roughly the same number of superheroes, it would also have weaknesses the PCs could exploit. The first weakness is Blowtorch. Since he doesn’t have innate superpowers like the others, he could be removed from the fight easily if one of the PCs took away his flamethrower. To get around this difficulty, DEMON might prefer to create its own fire-based supervillain with a summoned fire elemental and a refinement of the spell that gave birth to Riptide. You could use Feuermacher’s character sheet (page 71) or a true fire elemental (*HERO System Bestiary*, page 73) for this character, whom DEMON would name Bonfire.

Temblor is also a weakness — not because of his powers, but because his foremost obligation is to the Crowns of Krim, not DEMON. He might betray the Elemental Evils, or be lured away by a belief that Dark Seraph needed him for some reason. If DEMON decides he’s too great a risk, they might pay him off and, once again, create a villain of their own who’d serve them better. You can use Temblor’s character sheet, but get rid of the *OIF* Limitation on most of his powers (and maybe weaken some of them) and change his Disadvantages.

Of course, the real question is: what does DEMON want with a team of hired supervillains? It’s never needed to hire an entire team worth of villains on such a long-term basis before. What do the fiendish minds of the Inner Circle have in store for the Elemental Evils?

SHADOWDRAGON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	

10	PD	6		Total: 22 PD (12 rPD)
10	ED	6		Total: 22 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
60	END	10		
40	STUN	7		Total Characteristics Cost: 151

Movement: Running: 10"/20"
Leaping: 12"/24"
Teleportation: 30"/60"

Cost	Powers	END
75	<i>Darkness Creation:</i> Darkness to Sight Group 5" radius, Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
60	<i>Darkness Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Fist Of Darkness:</i> Energy Blast 12d6	6
5u	2) <i>Shadow-walking:</i> 30" Teleportation; Only From One Area Of Darkness/Shadow To Another (-¼)	6
5u	3) <i>The Souldark:</i> Drain BODY 3d6, Ranged (+½), Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
5u	4) <i>The Terror Of The Dark:</i> Drain PRE 3d6, Ranged (+½), Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
4u	5) <i>The Mantle Of Shadow:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Only In Darkness/Shadow (-¼)	0
	<i>Martial Arts: Hwarang-Do</i>	
	Maneuver OCV DCV Damage/Effect	
4	Block +2 +2	Block, Abort
4	Choke -2 +0	Grab One Limb; 3½d6 NND(2)
4	Finger Strike -1 +1	3½d6 NND(1)
4	Hand Strike/Elbow Strike/Snap Kick +0 +2	9d6 Strike
5	Joint Break -1 -2	Grab One Limb; HKA 1d6 (2d6 w/ STR), Disable
3	Joint Lock +0 -1	Grab One Limb, 45 STR for holding on
5	Kick -2 +1	11d6 Strike
5	Throw -2 +0	HKA 1d6 (2d6 with STR); Target Falls
12	+3 Damage Classes (already added in)	
10	<i>Talons Of The Shadowdragon:</i> Find Weak-	

24	ness 11- with Kick	
24	<i>Dark Shield:</i> Force Field (12 PD/12 ED)	2
10	<i>Dark Shield:</i> Power Defense (10 points)	0
8	<i>Swift:</i> Running +4" (10" total)	1
8	<i>Strong Leaper:</i> Superleap +8" (12" forward, 6" upward)	1

Perk
6 Contact: the Warlord 11- (extremely useful resources, significant Contacts of his own)

Talents
15 Combat Sense 13-

Skills
10 +2 Hand-To-Hand
6 +2 with Darkness Powers Multipower

3	Acrobatics 13-
3	Breakfall 13-
2	CK: Seoul 11-
1	CK: San Francisco 8-
1	CK: Millennium City 8-
2	KS: The Espionage World 11-
2	KS: Hwarang-Do 11-
2	KS: Korean Healing 11-
2	KS: Korean History 11-
2	KS: Korean Legends & Folklore 11-
2	KS: The Martial World 11-
3	Paramedics 13-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 334
Total Cost: 485

200+	Disadvantages
15	Distinctive Features: eerie voice (Not Concealable, Noticed And Recognizable)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
5	Distinctive Features: dragon tattoo on chest (Easily Concealed; Noticed And Recognizable)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
10	Hunted: Shugoshin 8- (As Pow, Capture)
20	Psychological Limitation: Mercenary; Will Do Anything For Money (Very Common, Strong)
10	Psychological Limitation: Fascinated By Evil (Common, Moderate)
10	Reputation: martial arts mercenary, 11-
15	Social Limitation: Secret Identity (Park Yong-sun) (Frequently, Major)
10	Susceptibility: 1d6 per Turn from Holy/Consecrated Objects (Uncommon)
10	Vulnerability: 2 x STUN from Light attacks (Uncommon)
10	Vulnerability: 2 x BODY from Light attacks (Uncommon)
20	Vulnerability: 2 x Effect from Sight Group Flashes (Common)
120	Experience Points

Total Disadvantage Points: 485

SHADOWDRAGON PLOT SEEDS

DEMON contacts Shadowdragon and offers to double his powers if he agrees to work for the Inner Circle for three years. Shadowdragon accepts — and his first job with his new powers is to kill all the PCs.

Shugoshin (*Champions Universe*, page 62) shows up on the PCs' doorstep, battered, bruised, and coughing up blood. Barely able to remain awake, he stammers out one word, "Sh-shadow..." before collapsing and falling into a coma. Shadowdragon is the obvious culprit — but when the PCs find him, he claims to have been nowhere nearby during the time of the attack, and that he has witnessed to prove it. Is he telling the truth? If so, what's going on?

The Crowns of Krim plan to capture Shadowdragon and sacrifice him to the Lords of Hell, to bring forth an army of shadow-demons with which to conquer and enslave the world. The PCs have to stop the ritual, then work with Shadowdragon to stop the Crowns... only to have Shadowdragon turn on them after the fight and try to sacrifice them to the Lords of Hell!

Background/History: Yong-sun cupped his hands together. Then he bent over and looked inside them. He looked for a long, long time, then he went to show his mother.

“Mama! Mama!” he cried excitedly. “Guess what I’ve got,” he said, showing her his clasped hands.

His mother looked at him, expecting a frog or something equally exciting. “I don’t know, son. What is it?”

“Guess!”

“Hmmm. An elephant.”

“No! Guess again!”

“If it’s not an elephant, it must be a mouse.”

“No! Look,” Yong-sun said, holding his hands up to her.

She looked, but couldn’t see anything. “I don’t see it, son, what is it?”

He looked at her exasperatedly. “It’s *darkness*, Mama! Isn’t it pretty?”

His mother laughed, said that it was, and told him to go play. Yong-sun ran outside, but he couldn’t understand why his mother didn’t see the darkness like he did. It was right there! How could she not see it, how pretty it was?

Yong-sun’s fascination with darkness lasted through his childhood and into his adolescence. At times he would stay up all night just to feel like he was a part of it. Then, one day, the darkness in his hands spoke to him! “Wouldn’t you like to see more of me, without having to put your hands together?” it whispered alluringly.

“Yes!” Yong-sun said excitedly.

“Then pull at me — pull with your mind,” the darkness said.

Yong-sun concentrated, and thought hard, and pulled and pulled. Eventually he felt a sort of “pop” in his mind, and there it was, right in front of him — a cloudy, dark thing, darker than anything he had ever seen before. It was amazing!

Yong-sun wanted to create more of these dark things, and asked his new “friend” how to do it. Over the next several nights, the dark thing taught him how to manifest all sorts of darkness powers, in exchange for Yong-sun’s promise to do certain... things. Yong-sun didn’t care about the promises, all he wanted to do was create darkness.

Since that time, Yong-sun has had the ability to create darkness and manipulate it in various ways. He is constantly trying to develop new darkness powers, and his fascination with his powers only continues to grow.

Personality/Motivation: Yong-sun has used his darkness powers and hwarang-do training to become the martial artist mercenary and assassin Shadowdragon. He will take any job he feels he can pull off, no matter how evil or destructive it is — when he sold his soul to the being who gave him his powers, any human kindness, sympathy, or mercy he might have possessed went with it. His heart is as black as the darkness fields he generates. Now the thought of evil consumes him; at times he seems determined to test himself, to find out if there’s anything so vile and wicked he will not do it. He has yet to reach his limit.

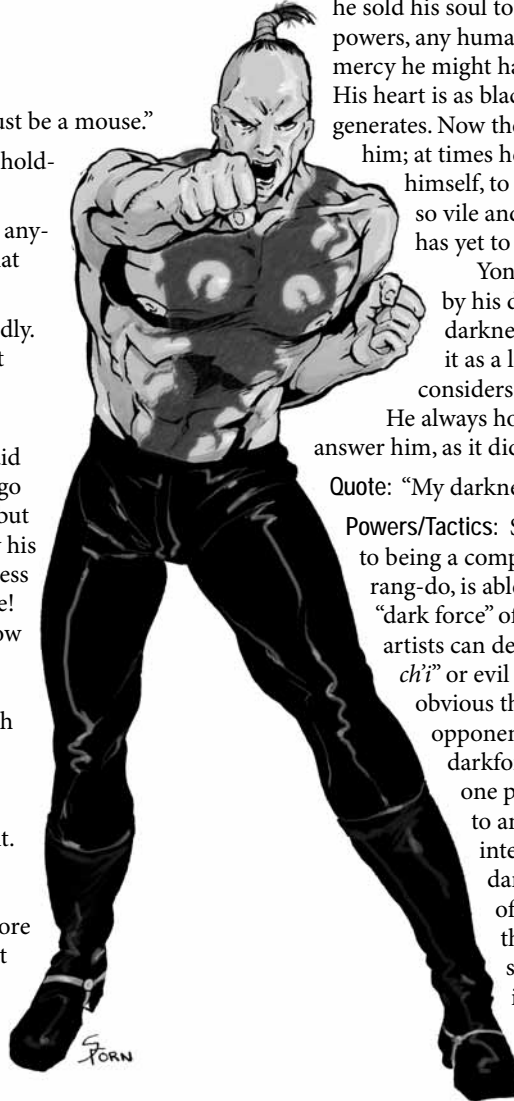
Yong-sun is absolutely fascinated by his darkness powers, and by darkness in general. He thinks of it as a living thing, talks to it, and considers it his friend and protector. He always hopes that the darkness will answer him, as it did before.

Quote: “My darkness will consume you.”

Powers/Tactics: Shadowdragon, in addition to being a competent practitioner of hwarang-do, is able to manipulate a mysterious “dark force” of some sort. Some martial artists can detect this as a sort of “dark *ch’i*” or evil life force. He can use it for obvious things (such as blocking his opponents’ vision), or he can fire darkforce energy blasts, step from one patch of darkness or shadow to another without crossing the intervening space, or use the darkness to drain the life-force of those within it. Whether this ability is a mutation or some sort of “granted” power is debatable; Shadowdragon thinks of it as a “gift” from the Darkness, and makes sure to “feed” his powers with the Souldark as often as possible.

Shadowdragon is also skilled at making good tactical use of his powers. For example, if he needs to use his hwarang-do, he will usually put a darkness field around himself and his target(s) so they’re blinded and thus easy prey. He will also set up several darkness fields around the battlefield so he can quickly teleport around; if necessary, he will make them fairly small so that he has to pay less END for them. (Note: pay close attention to Shadowdragon’s END usage, since many of his powers use a lot of END; if he gets too tired, he’ll flee rather than run out of power and be captured.)

Shadowdragon often uses his powers so that the darkness appears to rise from the dragon tattoo on his chest. This may lead some heroes to think



the tattoo is a kind of Focus; in fact, this is just an effect, and the tattoo an ordinary one.

Campaign Use: Shadowdragon makes a good mercenary villain, particularly if you want to vary a team a little from the more typical Lazer-Mechasassin model of super-mercs. His powers may also provide you with some plot seeds. The exact nature of who or what “spoke” to Shadowdragon through the darkness in his cupped hands remains a mystery; it may be an evil sorcerer, Dark Seraph, or many other beings. Doctor Yin Wu once said, after encountering Park Yong-sun, “the Death Dragon has touched him,” so many people believe that to be the source of Shadowdragon’s powers.

If Shadowdragon isn’t powerful enough for your campaign, increase some of his Characteristics (primarily DEX, CON, SPD, and REC), up his Multipower to a 75 Active Point reserve and slots (or more), and add more Extra Damage Classes. If he’s too tough already, get rid of his Extra DCs and one or two of his Multipower slots.

Appearance: Shadowdragon is a tall (5’10”), muscular Korean. He wears skintight dark blue pants that end at mid-calf, and matching soft shoes like many martial artists wear. He goes barechested so the magnificent dragon tattoo drawn on his chest in dark blue ink can be seen. He is bald except for a long topknot. His voice has a distinctive eerie, unearthly quality.

Who Knows What Darkness?

‘Shadowdragon’s been an enemy of mine for years; we’ve fought on many occasions. He’s come after me several times simply to get revenge for the last time I beat him. So far I have defeated him in our every encounter, or at least driven him off from his objective, but my victory has never been a sure or easy one. Shadowdragon’s martial skills alone make him a formidable opponent, but his darkness powers only increase his fighting prowess. Without my ability to sense an foe without having to see him, I would have fallen to Shadowdragon long ago. Fortunately, the Seishinhikari of my mystic blades seems to cause him great pain.’



— Shugoshin



Green With Envy?

‘Shadowdragon? Ha! He is nothing! His martial arts skills are pathetic — all he really has is his darkness powers, and without them he could not stand up to a real fighter such as myself, or that fool Shugoshin, or anyone else with even the slightest training for more than a few seconds. Hwarang-do is a weak style, no match for Kung Fu!’

—Green Dragon

SHRINKER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; [1]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
				Total Characteristics Cost: 107

Movement: Running: 6”/12”
Flight: 16”/32”

Cost Powers

Cost	Powers	END
100	<i>MicroScale:</i> Shrinking (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +24” KB), Costs Endurance Only To Activate (+¼)	8
27	<i>Walking Between Molecules:</i> Desolidification (affected by any attack that breaks the object she’s in); Only To Pass Through Solid Objects (-½)	4
25	<i>Enter The Microverse!:</i> Extra-Dimensional Movement (any location in a single dimension [the Microverse], corresponding to the point she’s at in this dimension)	0
80	<i>Microscopic Combat:</i> Multipower, 80-point reserve	
3u	1) <i>Internal Agony I:</i> HKA 1d6+1, Affects Physical World (+2), Penetrating (+½), Reduced Endurance (0 END; +½); Only When Desolidified Inside Target (-1), No STR Bonus (-½)	0
5u	2) <i>Internal Agony II:</i> Energy Blast 8d6, Indirect (+½), Transdimensional (from the Microverse to the normal-sized world; +½); No Range (must be “inside” target; -½)	7
5u	3) <i>Optic Nerve Trampoline:</i> Sight Group Flash 8d6, Indirect (+½), Transdimensional (from the Microverse to the normal-sized world; +½); No Range (must be “inside” target; -½)	7
2u	4) <i>Surfing The Net:</i> Teleportation 10”, MegaScale (1” = 10 km, can scale down to 1” = 1 km; +¾); Only Through Phone Lines (-1)	3
21	<i>Microflight:</i> Flight 16”; Linked (to Shrinking, gains 2” Flight per 10 points of Shrinking used; -½)	3
20	<i>Spatial Correspondence Detection:</i> Detect Point In Normal-Sized Space Corresponding To Current Position In The Microverse 18-, Targeting	0

SHRINKER PLOT SEEDS

One of the PCs is gravely ill; to cure him, a custom-designed medicine must be delivered to precisely the right spot. To get it there, the PCs need to work with Shrinker, harness her powers, and use them to travel inside their friend’s body to drop off the medicine. But that means they have to find Shrinker — and then answer her standard question, “What’s in it for me?”

Shrinker gets trapped inside the Microverse by some micro-barbarians. She keeps trying to send messages to the PCs in various ways (by stamping a message into the photons on their computer screens, shouting in their ears, and so on), but they’ll have to be pretty clever to figure out what’s going on — and even more clever to find a way to rescue her.

Shrinker finds a way to reverse her powers, so that small things become human-sized. She decides to recruit an army of micro-barbarians, make them normal size, and conquer the world!

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 1 Computer Programming 8-
2 SS: Biology 11-
2 SS: Chemistry 11-
3 Stealth 13-

Total Powers & Skills Cost: 302

Total Cost: 409

200+ Disadvantages

- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
25 Hunted: Sentinels 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Enjoys Humiliating Opponents (Common, Strong)
15 Psychological Limitation: Easily Offended (Common, Strong)
15 Psychological Limitation: Hatred Of Superheroes In General, And The Sentinels In Particular (Common, Strong)
10 Reputation: the villainess who betrayed the Sentinels, 11-
15 Social Limitation: Public Identity (Diana Whitmore) (Frequently, Major)
89 Experience Points

Total Disadvantage Points: 409

Background/History: In the biochemistry labs at Bio-Investigations Ltd., Diana Whitmore enjoyed a not particularly pleasant reputation as a prankster and practical joker. She couldn't *stand* it if someone played a joke on her, but could never resist the opportunity to make someone else the victim of an elaborate prank.

One day, she was setting up a prank that would make her stuffy old labmate, Sherry Bridwell, fall on her butt and slide right out into the hall. Unfortunately, she didn't watch what she was doing, and slipped and fell herself — but slid the wrong way, right into a shelf full of test tubes and beakers. As the shelf collapsed on her, she was doused with the results of Project 37B-12, "Analysis of Growth Hormones in Mammals," and Project 51R-23, "Mutative Biochemistry."

Diana woke up in the hospital. At first everyone thought the accident hadn't had any effect — except to cost her her job — but she soon discovered she'd somehow gained the power to shrink down to a quarter of an inch tall! She began experimenting, and soon discovered all sorts of other things she could do with her new superpow-

ers. It's amazing what a quarter-inch-tall woman can accomplish if she sets her mind to it.

Eager for fame and glory, Diana joined the Sentinels as Shrinker, a probationary member. She learned a lot in her months with the team, but she soon began to think the self-sacrificing life of a hero just wasn't for her. These guys were all work and no play; it just wasn't any fun.

Then, one day, when the Sentinels battled the Ultimates, Shrinker was nearly disintegrated by one of her own teammates! He *claimed* he hadn't known she was so close — after all, he couldn't see things that were so small — but she was pretty sure he'd done it deliberately, to get rid of her. Well, if they didn't want her, fine! In a huff she quit the team and stormed out.

She decided it was no big loss. Being a hero was boring. With her powers, she could have a lot more fun as a supervillain! Just to prove how good she'd be at it, she snuck back into Sentinels headquarters, got inside their master computer, and made it activate the sprinkler system while everyone was asleep. Laughing so hard she could barely fly straight, she beat a hasty retreat.

Since then, Shrinker's been doing quite well for herself as a villainess. She finds her new "career" a lot more satisfying than being a hero — not to mention a lot more lucrative.

Personality/Motivation: Shrinker pretends to be fun-loving and lighthearted, but at heart she's usually mean-spirited and petty. She's quick to take offense for the slightest of reasons, and not even an abject apology is likely to mollify her. People who annoy her this way usually become the victim of one of her practical jokes, which range from the elaborate-but-harmless to the just-shy-of-deadly. It's surprisingly easy to cause a lot of torment when you're only an inch tall (or shorter).

Shrinker feels she's been unfairly victimized and hurt by superheroes, first and foremost the Sentinels (who sneakily tried to kill her rather than just kick her off the team).

She loves humiliating and hurting heroes, and sometimes goes out of her way to get her shots in when she should be concentrating on completing her mission or making her getaway.

Quote:
"It's the little things in life

that count!"

Powers/Tactics: Shrinker's powers all revolve around her ability to reduce herself to extremely tiny sizes. She can reach one-quarter inch in height without any significant effort. With a little more work, she can become small enough to walk or fly between molecules (handy



for passing right through walls and floors, though any attack that breaks the object she's in hurts her, too). She can even enter the "Microverse" — the universe of atoms and things not much larger. While there, she remains aware of her position relative to normal-sized space, even though she's effectively in another world and immune from harm (though, in the GM's discretion, a sufficiently powerful Area Of Effect or Explosion attack might effectively be considered "Transdimensional" for purposes of affecting the Microverse and its inhabitants). As she shrinks, she can harness her body's latent energies to fly (the smaller she gets, the faster she flies, up to 16").

When it's time for combat, Shrinker knows how to put her tiny form to good use. Typically, to affect an opponent she has to become really tiny and get inside him — either via her own powers (Desolidification or Extra-Dimensional Movement), or perhaps by tricking him into swallowing her or the like. Once she's inside, she can wreak all sorts of havoc by jumping around, causing severe internal injuries. She can even temporarily blind someone by jumping up and down on his optic nerve. This attack is more effective when she's just small enough to fit between molecules (thus, her Penetrating HKA) than when she's in the Microverse, because then she's often too small to really have an effect (thus, it's only an EB, not Penetrating — but since she's "inside" the target, the GM may allow it to bypass defenses like powered armor or external force fields).

If Internal Agony won't work, Shrinker can always try the good old-fashioned trick of growing back to normal height under the target's chin and punching him in the process — a maneuver that allows her to do an astounding 18d6 damage! (At the GM's option, this attack may be too powerful for her to handle; she might break her hand or take partial damage, as if performing a Move By.) She doesn't like to attain full size during battle, though; her low defenses and lack of attacks makes her too vulnerable.

Campaign Use: Shrinker's powers make her ideal as a spy, cat burglar (ant burglar?), and saboteur for master villains and villain teams — not to mention a pretty successful robber on her own. Her ability to enter the Universe of Really Really Tiny Stuff may also make for some interesting adventure hooks.

If Shrinker's too weak for your game, boost her defenses by providing her with an Armored Costume (8 PD/8 ED, maybe more), up her SPD to 6, and give her a straightforward Energy Blast or two that work on the same energy-harnessing principle as her Flight. If she's too difficult for the PCs to come to grips with, get rid of some of her size-based special powers (but leave her at least one or two).

Shrinker is quick to start Hunting a hero who offends her (not a hard thing for a PC to do), though as a Hunter she's more of a pest than a real danger. She attacks via pranks and practical jokes, and though they may cause some harm, they're rarely as much of a threat as an attack by Mechanon or Eurostar.

Appearance: Shrinker wears a white costume with red bands around the legs and arms, plus a red belt and boots. She does not wear gloves, and hasn't bothered to wear a mask since her identity was exposed to the public. Her hair is long, black, and straight; her eyes green.

LET'S GET SMALL

Shrinker's ability to enter the "microverse" — the subatomic "dimension" suffusing all of normal space — raises some interesting issues for the GM's consideration.

First, how should Shrinker's attacks work when she's so small? In some cases, her minuscule state is represented as the special effect of a power or Advantage, such as her Penetrating HKA. In that case, the *Penetrating Advantage* reflects the fact that she's "inside" the victim, so he doesn't get the full effect of his normal defenses. With her Indirect Transdimensional attacks, "realistically" speaking the target shouldn't get any benefit from defenses that aren't innate. A super-tough character like Ironclad is just as protected inside as out, but one with powered armor or a force field (like Defender or Sapphire) is not. However, allowing her to bypass defenses entirely, even with that combination of Advantages, may raise game balance issues GMs would prefer to avoid, in which case characters should get their normal defenses regardless of "realism."

Fiendish GMs could even consider Shrinker's attacks to be NND Does BODY, though that would require some rewriting and the expenditure of a few points. The defense in this case would be to have size- or density-alteration powers, or any form of innate defense that affects the entire body.

Another question is: how fast can Shrinker travel in the microverse? She has Flight 16" when she's there (assume she has to use her Shrinking before activating her Extra-Dimensional Movement power) — but does that translate to 16" of movement in normal-sized space? Dimensions where travel is quicker than in normal space are a staple of comic books (they're the special effect of many forms of Teleportation, for example), so perhaps the microverse is a "dimension" where travel is *slower* than in normal space. Perhaps every hex (1") in normal space equals 100" in the microverse, or the like — set the ratio at whatever level you prefer. That means Shrinker has to be careful where she is when she activates her Extra-Dimensional Movement; otherwise she'll spend the whole battle traveling!

TYPICAL

ELDER WORM

8	STR	15	DEX
13	CON	8	BODY
10	INT	17	EGO
15	PRE	4	COM
4	PD	4	ED
3	SPD	5	REC
26	END	23	STUN

Abilities: Telepathy 4d6, Reduced Endurance (0 END), Communicative Only; Ego Attack 2d6, OIF (Lesser Worm-Gem); possibly other mind-powers of about the same Active Points; Tunneling 6" through DEF 6 material; Humidity Suit (Armor 6 PD/6 ED, plus Life Support); Contortionist 14-; Stealth 12-

Disadvantages: Dependence (humid environments, as Slug), Distinctive Features; Physical Limitation: Mute; Psychological Limitation: Totally Loyal To Slug; Psychological Limitation: Must Destroy Humanity And Cleanse The Earth For The Return Of The Elder Worm; Vulnerability (2 x STUN from Fire/Heat and Magic)

Notes: This write-up represents a typical member of the Elder Worm. Other Elder Worms are powerful warriors, mighty sorcerers, have more (or more powerful) psionic powers, or possess unusual magical weapons.

SLUG

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
26	DEX	48	14-	OCV: 9/DCV: 9
25	CON	30	14-	
8	BODY	-4	11-	
28	INT	18	15-	PER Roll 15-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
5	PD	2		Total: 20 PD (15 rPD)
5	ED	0		Total: 20 ED (15 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
15	REC	14		
50	END	0		
40	STUN	11		Total Characteristic Cost: 185

Movement: Running: 6"/12"
Tunneling: 9"/18"

Cost Powers **END**

83	<i>Worm-Gem:</i> Multipower, 125-point reserve; all OIF (-½)	
5u	1) <i>Caress Of The Worm:</i> Ego Attack 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½); OIF (-½)	0
3u	2) <i>Strength Of The Mind:</i> Telekinesis (30 STR); OIF (-½)	4
5u	3) <i>Paralysis Of Fear:</i> Entangle 4d6, 4 DEF (Alien and Human classes of mind), BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Takes No Damage From Physical Attacks (+¼); OIF (-½), Cannot Form Barriers (-¼), Mental Defense Adds To EGO (-½)	0
4u	4) <i>Gem-Blast:</i> Energy Blast 12d6; OIF (-½)	6
45	<i>Voice Of The Worm:</i> Telepathy 4d6 (Alien and Human classes of minds), Reduced Endurance (0 END; +½)	0
64	<i>Talisman Of The Elder Worm:</i> Major Transform 2d6 (human Body into Elder Worm Body, heals back through special arcane ritual requiring the Talisman), Continuous (+1), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 10" (-1), Linked (-½), Limited Range (20"; -¼) plus Major Transform 2d6 (human Mind into Elder Worm Mind, heals back through special arcane ritual requiring the Talisman), BOECV (Power Defense applies; +1), Continuous (+1), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (humans; -½), Requires The Presence Of At Least One Addi-	

tional Elder Worm Within 10" (-1), Linked (-½), Limited Range (20"; -¼) 0
45 *Path Of The Worm:* Tunneling 9" through 9 DEF material 4
30 *Humidity Suit:* Armor (15 PD/15 ED); OIF (-½) 0
27 *Humidity Suit:* Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-½) 0

Talents

4 Double-Jointed

Skills

4 +2 OCV with Talisman Of The Elder Worm
3 Contortionist 14-
1 KS: Arcane & Occult Knowledge 8-
3 KS: Earth History 15-
3 KS: The Elder Worm 15-
2 SS: Archaeology 11-
3 Stealth 14-

Total Powers & Skill Cost: 334

Total Cost: 519

200+ Disadvantages

0 Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)
20 Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
25 Hunted: Champions 11- (Mo Pow, NCI, Capture)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15 Physical Limitation: Mute (All The Time, Slightly Impairing)
25 Psychological Limitation: Must Destroy Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
15 Psychological Limitation: Overconfident And Arrogant (Very Common, Moderate)
20 Reputation: monstrous threat to humankind, 14- (Extreme)
10 Vulnerability: 1½ x STUN from Fire attacks (Common)
10 Vulnerability: 1½ x STUN from Magic attacks (Common)
10 Vulnerability: 1½ x STUN from Cold attacks (Common)
149 Experience Points

Total Disadvantage Points: 519

Background/History: One hundred thousand years ago, when men were not yet truly men, a hideous primeval race called the Elder Worm ruled much of the Earth. None knew where they came from. In places the proto-humans simply served them; in other places they worshipped them; but always the early men were slaves, and fodder, to the Elder Worm.

But the time of the Elder Races was declining,

and the Age of Men beginning. As humans became more sophisticated, they rebelled against their horrible masters, slaughtering many Elder Worms and driving the others into seclusion. Some say they retreated into the depths of the Earth, to hide in the darkest, most secret places; others claim they returned to the stars from whence they came. But men knew that they were free of the Elder Worm, which was all that truly mattered.

Eons passed. Lands and civilizations rose and fell. But still, in their crypts and lairs, the remnants of the Elder Worm slept, awaiting the time when they would arise and subjugate mankind once more.

In 1979, a young archaeologist named Michael Perkins was working on a dig in Oceania. He and his colleagues had discovered an unusually ancient, and unusually advanced, building on an obscure island, and had begun excavating it. Perkins found the thought of making a major new archaeological discovery intoxicating; soon, his name would be known throughout the world! Every evening he continued working long after his companions had stopped for the day.

One night he located a sort of small door. Unwilling to wait for the others, he pried it open and bent over so he could crawl through into the chamber beyond. There he found wonders not even his strangest imaginings could have predicted. An eerie glow lit the room, though he could not tell where it came from. In the center was a stone pedestal, and on the pedestal a small, oval gemstone of a type he did not recognize. On the floor around the room were a dozen humanoid figures — mummies of some sort, it seemed, though oddly shaped.

Then came a whisper — a whisper in the back of his mind.

<<Come to me, mortal, and I will give you knowledge and power beyond your wildest dreams.>>

Who was speaking? Was it... the gem? Compelled by its beauty and strangeness, Perkins crept closer to it.

<<...your wildest dreams...>>

He reached out. He touched the gem.

<<Dreams that will take your soul away!>>

A force seized him. He struggled, but in vain. Against his will, the hand holding the gem moved toward his forehead. When the stone touched his flesh, agonizing pain seared through his body, and he screamed. Soon his screams gave way to liquescent monosyllables, as the gem transformed his body, turning him from ordinary human to Elder Worm. His former personality and memories were shunted to a tiny corner of the Worm-Gem, replaced by the personalities and desires of the Slug, lord of the Elder Worm.

His transformation complete, the Slug opened a secret panel in the stone pedestal, and from it retrieved an object of even greater power and importance than the Worm-Gem — the Talisman of the Elder Worm. Armed with this greatest weapon of his people, the Slug could revive the

survivors of his people, and drive the overevolved apes that now ruled the planet into servitude and extinction.

All around him, the humanoid figures were stirring. The Slug undid their wrappings and helped them, the first of his people he had awakened, back to full consciousness. Together they left the crypt, fell upon the rest of Perkins's expedition, and slaughtered them for food.

The Slug soon discovered the world was different than it had been 100,000 years ago — dryer, less swampy. His people needed moisture and warmth to survive and thrive, so he designed special humidity suits for them. In time he would find a way to change the planetary climate, but for now, the suits would do.

The Slug first revealed himself and his purpose to the world later that year, when he and his followers attempted to transform all of the inhabitants of New York City into Elder Worms. Narrowly defeated by the Sentinels, the Slug escaped, and ever since has been trying to find and revive others of his kind, locate lost Elder Worm artifacts, transform humans into Elder Worms, and take over the world for his people. The people of the world live in fear that he might eventually triumph — and that, at least, he counts as a partial victory.

Personality/Motivation: The Slug's thoughts and personality are totally alien; he is now wholly an Elder Worm, retaining tiny fragments of Michael Perkins's memories and thoughts only for whatever information they might provide. He is totally devoted to the goal of re-awakening the survivors of his people, and subjugating, transforming, and/or destroying humanity. Arrogant, and confident in his eventual triumph over the "hairless apes," he cannot be reasoned or negotiated with.

Quote: *<<You Tongued Ones are a lesser species, fit only to serve the Elder Worm. Bow down before me or be destroyed!>>*

Powers/Tactics: The Slug's Characteristics derive from his Elder Worm body (which is better than that of most Elder Worms, for he is their lord), but his powers come mainly from two powerful magical artifacts of his people. The first is the Worm-Gem, which is attached to his forehead; it grants him various powers, many involving the ability to affect the mind. (Like the other Elder Worms, he is naturally telepathic.) In most battles he'll rely primarily on the Worm-Gem.

The second, and more terrifying, is the Talisman of the Elder Worm, with which he can Transform a human being into an Elder Worm, body, mind, and soul — the Talisman plays upon and "activates" the tiny portion of Human DNA that results from forced interbreeding with the Elder Worm a hundred thousand years ago, magnifying it until it overwhelms the target entirely. This lets him augment the ranks of his followers and reduce the ranks of humanity. The Talisman functions unusually in game terms. Ordinarily characters shouldn't Link CV- and ECV-based attacks together, but that's appropriate in this case. When the Slug uses the Talisman, he uses either his CV or ECV, which-

SLUG PLOT SEEDS

While digging the foundation for a new Millennium City skyscraper, the workers uncover a strange carved chamber deep in the Earth. From news reports, Slug realizes they're about to find some members of the Elder Worm, so he shows up to take advantage of the situation.

Slug teams with the Lemurians, hoping to use some of their enormous magical engines to locate and free other pockets of Elder Worm survivors. First, though, he has to get rid of all the hairless apes in California, so he can start the search....

DEMON makes Slug an offer: steal these three magical artifacts for us, and we'll use our magics to find other Elder Worm relics for you. Slug takes the deal and begins a deadly crime spree, transforming humans into Elder Worms as he goes.

ever is *lower*, and applies it against the target's CV or ECV, whichever is *higher*, to find out if he hits. Once he succeeds with an attack, he keeps applying the effect every Phase until someone stops him. (See page 116 of *Champions* for a depiction of what happens if someone *doesn't* stop him.)

Like other Elder Worms, the Slug does not tolerate dryness well; he needs his Humidity Suit to keep him comfortable (it also provides some protection against attacks). He takes extra damage from fire- and cold-based attacks, and also from magic.

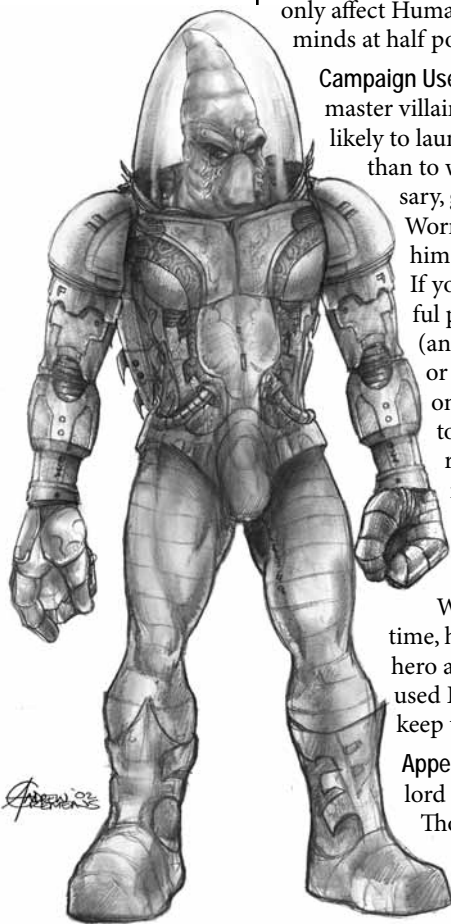
The minds of Slug and other Elder Worms count as "Alien" for purposes of Mental Powers (see page 117 of the *HERO System 5th Edition, Revised*). However, at the GM's option, Mental Powers that only affect Human minds can affect Elder Worm minds at half power.

Campaign Use: The Slug is a sort of "lesser master villain," a super-criminal who's more likely to launch his own plots and schemes than to work with or serve others. If necessary, give him other resources — Elder Worm followers or the like — to help him stand against the PCs on his own. If you want to make him more powerful personally, increase the strength (and number) of his Mental Powers, or give him more Elder Worm weapons/artifacts to wield. If he's already too strong for your PCs to handle, reduce the dice in his attacks (or remove Advantages) until he's tough, but not unopposable.

The Slug's primary quest is to initiate a new Age of the Elder Worm. Since that takes up all of his time, he's not likely to start Hunting a hero at all. He'd gladly Hunt a hero who used Elder Worm artifacts, or tried to keep them from him, though.

Appearance: The Slug is a member and lord of the race of the Elder Worm.

Though humanoid, he has a quasi-reptilian/quasi-annelid form and physical characteristics, rather than mammalian — his head is cone-shaped, he has no mouth, his fingers are long and multi-jointed, his hairless, ochre-colored body is extremely flexible. He wears a Humidity Suit, which covers his entire body but has a clear dome allowing him to see and be seen, to protect himself from the dry, cool atmosphere of modern Earth. His Worm-Gem is set into the center of his forehead between his pupilless eyes; it glows eerily when he uses his mind-powers. He also carries the Talisman of the Elder Worm, which resembles a sort of multi-faceted gem with pulses of evil power shooting through it.



STORMFRONT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
				Total: 22 PD (14 rPD)
8	PD	5		
10	ED	6		Total: 24 ED (14 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	6		
50	END	5		
30	STUN	2		
				Total Characteristics Cost: 114

Movement: Running: 6"/12"
Flight: 14"/28"

Cost	Powers	END
20	<i>Weather Powers:</i> Elemental Control, 40-point powers	
7	1) <i>Broad Weather Control:</i> Change Environment 4" radius, -2 to Sight Group PER Rolls, Varying Effect (any type of weather; +1), MegaScale (1" = 1 km; +¼); Extra Time (minimum of 1 Turn for changes to manifest, depending on severity, see text; -¼), Only Affects Normal Weather (see text; -½)	4
23	2) <i>Local Weather Control I:</i> Change Environment 8" radius, -4 to Sight Group PER Rolls, Varying Effect (any type of weather that could interfere with vision; +½)	4
23	3) <i>Local Weather Control II:</i> Change Environment 8" radius, -4 to DEX Rolls to move on, Varying Effect (any type of weather that could make the ground slippery; +½)	4
22	4) <i>Local Weather Control III:</i> Change Environment 16" radius, +/-4 Temperature Levels, Varying Effect (+¼)	4
20	5) <i>Projected Lightning:</i> RKA 2 ½d6	4
26	6) <i>Miniature Blizzard:</i> EB 3d6, NND (defense is Life Support [Safe Environment: Intense Cold], fire powers, or some other personal source of heat; +1), Area Of Effect (One Hex; +½), Continuous (+1); Limited Range (20"; -¼)	5
22	7) <i>Windriding:</i> Flight 14", Reduced Endurance (0 END; +½)	0
20	8) <i>Wind Manipulation:</i> Telekinesis (20 STR), Reduced Endurance (0 END; +½); Affects Whole Object (-¼)	0
22	9) <i>Shield Of The Winds:</i> Force Field (14 PD/14 ED), Reduced Endurance (0 END; +½)	0
4	<i>Self-Acclimating:</i> Life Support (Safe Environments: Intense Cold, Intense Heat)	0

Skills

3	Acting 13-
3	Conversation 13-

- 2 Gambling (Card Games) 12-
- 2 KS: Christian Revival Circuit 11-
- 1 KS: Christian Folk Theology 8-
- 3 Oratory 13-
- 3 Persuasion 13-
- 3 SS: Meteorology 12-
- 3 Seduction 13-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Streetwise 13-

Total Powers & Skills Cost: 241

Total Cost: 355

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: Institute For Human Advancement 8- (Mo Pow, NCI, Kill)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Looks Out Only For Himself; Doesn't Trust Anyone Else (Very Common, Strong)
- 15 Social Limitation: Secret Identity (James Hailey) (Frequently, Major)
- 70 Experience Points

Total Disadvantage Points: 355

Background/History: James Hailey was only eight when his mutant powers began to manifest. His parents, devout Christians, thought that his ability to bring the rain was a gift from God — and there were others who agreed with them. Soon, a charismatic tent-revival preacher, Reverend Langtree, came to call. He told them James, as a good young Christian, had an obligation to carry his gift to people everywhere. After considerable thought and prayer, James's parents let him go with the Reverend.

So began over a decade of traveling around the country. Reverend Langtree was more scam artist than genuine preacher, and he and his crew taught James the tricks of the trade — how to milk a crowd, how to run a con game, how to cheat at cards. Most importantly, they taught him when and when not to use his powers, and gave him the chance to learn to use them. Though the public only saw him calling rain to break droughts, in truth he could do much, much more.

As he became a young adult, James became increasingly dissatisfied. He didn't mind taking money from people — anyone who was that big a sucker deserved what he got! (Or, rather, what he lost.) But he didn't like being bossed around by Reverend Langtree and the others. *He* was the star of the show. *He* was the only true "miracle" the revival could create whenever it needed. *He* was the one who should be making all the money.

After his demand for a bigger cut of the proceeds degenerated into an hour-long screaming argument with Reverend Langtree, James decided he'd had enough. That night, he brought the rain... and the wind... and the lightning.... When he was done, there was nothing left of Langtree's tents, trucks, or revival show except for scraps of lumber, metal, and canvas. James walked away from the wreckage and into the Superhuman

World as Stormfront.

Personality/Motivation: Stormfront is self-centered and manipulative. Growing up among grifters and crooks taught him that the only important things were money and power, that he had to take care for himself, and that no one can be trusted. He's always looking for an "angle" he can use to get ahead — and he remains so wary of others' attempts to exploit or trick him that his caution verges on cynical paranoia. As a result, he has a hard time getting along with people, which is one reason why, despite the flexibility and strength of his powers, he's never worked for anyone on a long-term basis (much less joined a team).

Quote: "There's a storm brewin' — and it's heading straight for *you*, hero."

Powers/Tactics: Stormfront is a mutant with the ability to alter and otherwise control the weather on both a broad and intensely local scale. His control of large-scale weather patterns allows him to manipulate the weather over a radius of one to four kilometers, but this power comes with certain restrictions, as summarized by the *Affects Normal Weather* and *Extra Time* Limitations. First, it only allows him to alter the normal weather in the vicinity, not to "create" pockets of weather at will. That means, for example, that if he's indoors and he uses his Broad Weather Control to make it rain, it doesn't start raining inside — it just rains outdoors, like any other rainstorm. Second, the greater the extent of the change he makes in the weather, the longer it takes to occur. A relatively minor change (altering the temperature by about 10-20 degrees Fahrenheit, creating a light rain shower on a sunny day, changing cloudy weather to sunny) usually manifests in about 1 Turn to one minute. A severe change — like changing a bright summer day to a blizzard — can take an hour, or more. (At the GM's option, severe changes may also require a CON Roll, or cost double END.) Moreover, how long the change lasts after he stops paying END is inversely proportional to the severity of the change — a summertime blizzard melts away almost immediately, whereas clouds on a wintry day may last the entire day. Third, Stormfront's changes to the weather cause concomitant changes in nearby regions; if he makes it rain in Millennium City, that means he's drawing in clouds from the surrounding area, "creating" sunnier and dryer weather there.

On a local scale, the changes Stormfront can create are much more intense and hazardous. Indoors or out, he can create small (16" radius) changes to the ambient weather of whatever degree he desires, instantly. With the merest thought, a dry night becomes a raging thunderstorm, or winter's cold turns into summer's warmth. Depending on the type of weather he chooses to create, he can interfere with others' vision or ability to walk and stand.

Stormfront can also create even more dangerous local weather effects if necessary. For example, he can blast his enemies with bolts of lightning, or create a mini-blizzard intense enough to make someone pass out. He has a particularly high degree of control over the wind; he can use it to fly, protect himself, or move things. It's likely he'll develop other weather powers (*i.e.*, buy more Elemental Control slots), and strengthen the ones he has, over time.

In combat, Stormfront usually prefers to fly,

STORMFRONT PLOT SEEDS

After losing to superhero teams a few too many times on his own, Stormfront decides he wants to join the Ultimates. Since they're not actively recruiting members, he'll have to do something that *really* impresses them. When he hears that the PCs have captured them, he decides he'll prove himself by defeating all the PCs singlehandedly and rescuing Binder and his allies. Of course, to do that, he may need to find a way to increase his power temporarily....

For fun, Stormfront runs a scam where he bilks a businessman out of \$10,000 at the card table. It turns out the "businessman" was a VIPER Nest Leader who's not exactly happy to find out he was cheated. With all of VIPER on his tail, Stormfront needs to find a way to trick the PCs into taking care of the snakes for him.

With severe drought gripping parts of the Midwest, the government could really use Stormfront's help to save family farms, and it's willing to offer him a partial pardon if he'll do what it wants. But he's nowhere to be found, so the All-American asks for the PCs' help to locate him.

CAMPAIGN USE:

Stormfront makes a good mercenary villain for a wide variety of master villains and villain teams. His Weather Powers, while not overwhelmingly powerful (yet), offer a lot of flexibility that smarter, more experienced villains can find many uses for. His grifting skills also come in handy on many occasions.

Stormfront's not likely to start Hunting heroes; he's just not that vindictive. If he goes after one, it won't be on more than an 8-. He'll probably use his con artist abilities, not his superpowers, to get the drop on his quarry.

If you want to make Stormfront more powerful, increase his Elemental Control to 60 Active Point slots (or more), and perhaps give him some more slots. To weaken him, get rid of some of his EC slots, or reduce his END and SPD.

though he may not if he's creating storms and wind. He starts by altering the local weather to suit the situation, then begins attacking with lightning bolts, his mini-blizzard, or his Telekinesis. If he discovers he's ineffective or outmatched, he'll usually flee.

When he first started his supervillain career, Stormfront wasn't much on fighting; it wasn't the sort of thing he'd been taught. He preferred sneakiness and guile to raw exercises of his power. He's gotten over that. Though he still appreciates the value of deceit and manipulation (particularly when he's dealing with goodie-two-shoes superheroes), he's also learned how much fun it can be to cut loose with his powers and fight other superhumans toe-to-toe. He doesn't particularly want to kill or seriously hurt anyone, but he won't hesitate to use his most powerful attacks if he feels he has to.

Despite the fact that his powers give him the means to commit major crimes and steal vast sums of money, Stormfront still enjoys using his grifting skills. It's hard to beat the excitement of picking someone's pocket, cheating at cards, or pulling an elaborate scam... especially when he can just blast people who tumble to what he's doing, and take their money anyway.

Appearance: James Hailey is a tall (6'1"), thin man with a slightly pale complexion, brown hair worn a little longer than most men's, a short brown beard along his jawline and around his mouth, and piercing green eyes; women consider him handsome. As Stormfront, he wears a black cape, black domino-style mask, black flared boots, and black flared gloves. His bodystocking is a dark grey, the color of gathering stormclouds, with a gold lightning bolt arcing across his body from his left shoulder all the way down to his right boot.

**TESSERACT**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
20	COM	5	13-	
				Total: 10 PD (0 rPD)
10	PD	8		Total: 10 ED (0 rED)
10	ED	6		Phases: 3, 5, 8, 10, 12
5	SPD	17		
8	REC	4		
70	END	15		
30	STUN	5		Total Characteristic Cost: 142

Movement: Running: 6"/12"
Teleportation: 30"/60"

Cost	Powers	END
90	<i>Tesseract Travel:</i> Multipower, 90-point powers	
9u	1) <i>Lesser Tesseract:</i> Teleportation 30", Reduced Endurance (0 END; +½)	0
6u	2) <i>Greater Tesseract:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Reduced Endurance (0 END; +½)	0
8u	3) <i>Tesseract Gate:</i> Teleportation 15", x125 Noncombat, x32 Increased Mass	8
112	<i>Tesseract Attacks:</i> Multipower, 112-point powers	
11u	1) <i>Involuntary Space Warp:</i> Teleportation 20", Position Shift, Usable As Attack (not against characters with Teleportation or dimension-manipulation powers; +1), Ranged (+½)	11
10u	2) <i>Tesseract Razor:</i> RKA 3d6, +2 Increased STUN Multiplier (+½), Penetrating (+½), Reduced Endurance (½ END; +¼)	4
10u	3) <i>Tesseract Trap:</i> Entangle 8d6, 8 DEF, Reduced Endurance (½ END; +¼)	4
11u	4) <i>Danger Portal:</i> Energy Blast 10d6, Indirect (+¾), Variable Special Effects (+¼), Reduced Endurance (½ END; +¼)	5
120	<i>Tesseract Shield:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
88	<i>Tesseract Defense:</i> Missile Deflection (all Ranged attacks), +8 OCV plus Reflection (any target), Indirect (may cause Reflected attacks to strike targets from any angle; +¾)	0
17	<i>Multidimensional Mind:</i> Mental Defense (20 points total)	0
51	<i>Hyperperception:</i> Detect Physical Objects 16- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+10 versus Range Modifier)	0

Talents

3	Absolute Range Sense
3	Bump Of Direction

3 Lightning Calculator

Skills

12 +4 with Tesseract Attacks

20 +4 DCV

1 Computer Programming 8-

19 Cryptography 20-

2 KS: The Mathematics World 11-

1 KS: The Superhuman World 8-

2 Navigation (Dimensional) 12-

11 SS: Mathematics 20-

3 SS: Physics 12-

3 Stealth 14-

Total Powers & Skill Cost: 626

Total Cost: 768

200+ Disadvantages

- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Wants To Loot, Pillage, And Conquer (Common, Strong)
- 10 Reputation: oddball supervillainess, 11-
- 15 Social Limitation: Secret Identity (Laura Palamaris) (Frequently, Major)
- 15 Susceptibility: to being teleported against her will, takes 3d6 instantly (Uncommon)
- 20 Vulnerability: 2 x STUN from Magic attacks (Common)
- 433 Experience Points

Total Disadvantage Points: 768

Background/History: Laura Palamaris was a graduate student working toward her Ph.D. in mathematics. Her studies involved certain advanced mathematical properties and processes with no real practical application, but she enjoyed the work for the sheer intellectual challenge — it was sort of like trying to solve an enormously complicated puzzle.

One evening, while she was working on one of the most detailed parts of her chain of calculations, the mathematical permutations her mind was going through breached the barriers to higher-order realities and attracted the attentions of malevolent beings from the Sixth Dimension. Sensing an opportunity for conquest, they attempted to travel to Laura's reality, using her mind as a conduit. Unfortunately for them, her mind was even more advanced than they thought; when she sensed something wrong was happening, she subconsciously fought back. Instead of conquering Earth,

the invaders wound up trapped — locked inside Laura's brilliant brain, merged with her consciousness, subsumed wholly into her *self* so that they almost ceased to exist.

Almost... but not quite. While Laura remained physically intact, her personality was warped by contact with the sixth-dimensional lifeforms, taking on their desire for conquest and riches. The mingling of their minds with hers expanded her consciousness even further, giving her the power to warp reality through hypermathematics and hyperperception.

No longer needing to continue her studies — her knowledge of mathematics now exceeded that of all of her professors and colleagues — and eager to get on with her mission to pillage this reality, Laura left her studies behind and became Tesseract, mistress of dimensional manipulation.

Personality/Motivation: Tesseract's personality is no longer entirely human; rather, it's a mixture of human and sixth-dimensional. She perceives and thinks in ways... *beyond* those of normal humans, which makes it difficult to understand what she's talking about or thinking (or even to affect her with psionic powers). Because her personality has been warped by merging with the minds of invaders from the Sixth Dimension, she wants to pillage Earth, and even conquer it, but enough of Laura Palamaris's psyche remains intact to keep her from wanting to kill anyone in the process.

All in all, she's often rather confused, and it shows.

Quote: "No, it's *right there*. Can't you see it?"

Powers/Tactics: Tesseract's powers involve the ability to warp the fabric of reality, often by creating multidimensional structures known as tesseracts (hence her name). She can use tesseract-constructs to travel great distances in the blink of an eye, move people against their will, open up portals into dangerous areas and substances (bonfires, rockslides, bodies of water) so those substances gush out of the portal and hurt the person standing in front of it, and so forth. She can also trap someone in his own personal tesseract, so that every time he tries to get out, he automatically puts himself back inside! — unless, of course, he exerts enough force to overcome her power threshold, in which case the tesseract collapses.

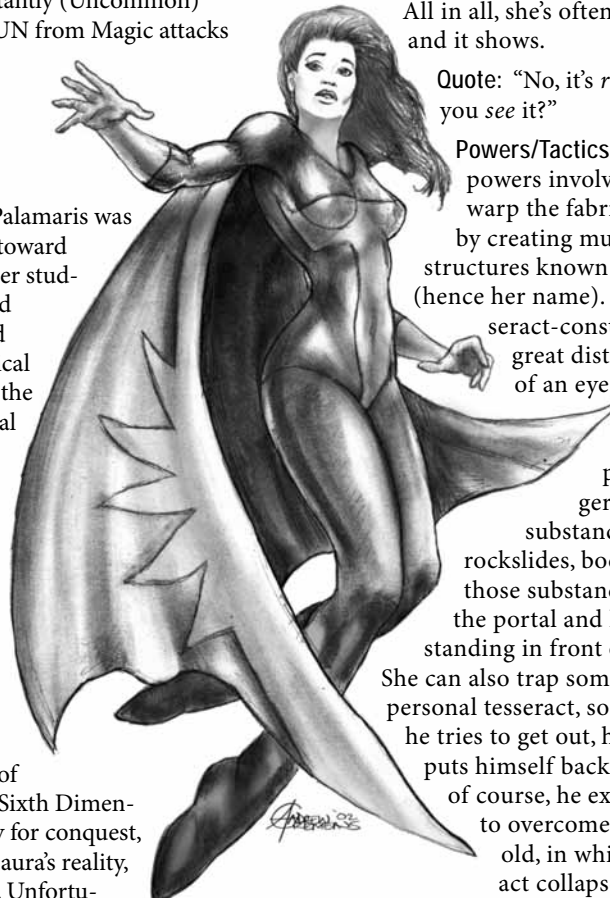
Tesseract's powers also protect her. She subconsciously shunts most of the force of any attack into alternate realities, so that it doesn't affect her. In some situations, she can open up

TESSERACT PLOT SEEDS

Still eager to conquer Earth's dimension, but needing help against Earth's superheroes, Istvatha V'han contacts Tesseract. She convinces Tesseract they're ideally suited to working together, and that she (V'han) can even help her (Tesseract) learn to better understand and control her powers. With these two women working together, does Earth stand a chance?

The invaders from the Sixth Dimension contact Tesseract, offering to let her command them in an attempt to take over the world. All she has to do is find a way to open a permanent portal to the Sixth Dimension. That may require her to steal some equipment....

With careful psionic surgery, it might be possible to "cut away" the negative (sixth-dimensional) parts of Tesseract's personality, and thus turn her into a superhero. As such, she'd make a great ally of the PCs, and possibly even a romantic interest. But what happens if it's not possible to make the alterations permanent, and sixth-dimensional urgings begin creeping into her mind once more?



a better portal and avoid all of the force of the attack — or even redirect it to affect one of her enemies.

Tesseract's perception of reality is actually a form of *hyperperception* which lets her sense the objects around her, regardless of the existence of intervening physical objects. It's as if her perceptions work through the Sixth Dimension, and can thus "see around" three-dimensional objects as if they weren't there. It's virtually impossible to stop her from "seeing" the world around her; even if her normal eyesight is somehow blinded, she doesn't lose her ability to perceive things — and to strike back at whoever blinded her.

In combat, Tesseract usually prefers to use her Involuntary Space Warps to confuse the heck out of her opponents — and possibly put them in position for her allies to attack them more effectively. Alternately, she may move her allies into more advantageous positions. If that's not enough to get the job done, she'll use Tesseract Traps and Danger Portals, or even Tesseract Defense if she's facing enough opponents with Ranged attacks (she loves shooting someone in the back with his own attack!). She'll only use her Tesseract Razor (which involves opening reality warps inside a target) against unliving targets, or if she has no other option. A lot of her powers have high END costs, so watch her END expenditures carefully.

Campaign Use: In addition to working as a mercenary villain or as part of a team, Tesseract could serve as the focus of stories featuring her periodic, and often half-hearted, efforts to conquer the world, or involving other attempts by the beings of the Sixth Dimension to take over Earth. She may also have some connection with the Japanese villain Teikei (*Champions Universe*, page 75), who claims to be from the Sixth Dimension.

If you need to make Tesseract more powerful, give her some Armor or other defenses to supplement her Damage Reduction, or increase the dice of her attacks (or the inches she can Teleport someone). Making her weaker is a little trickier, since the way some of her powers are defined, they can't really be changed much. However, you could shave off a few points here and there, or simply get rid of a lot of optional features (like the Indirect and OCV bonuses for her Missile Deflection). You could also decrease her SPD to 4, which reduces her END usage problem a little.

Appearance: Tesseract's costume is black, with green gloves and a green T design on the front. She also wears a black cape with a green design along the other edges. She does not wear a mask.

THORN

Val	Char	Cost	Roll	Notes
25	STR	12*	14-	Lift 800 kg; 5d6 [2]
20	DEX	24*	13-	OCV: 7/DCV: 7
23	CON	21*	14-	
15	BODY	8*	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	8*	13-	PRE Attack: 4d6
10	COM	0	11-	

15	PD	8*		Total: 21 PD (6 rPD)
10	ED	4*		Total: 16 ED (6 rED)
5	SPD	16*		Phases: 3, 5, 8, 10, 12
20	REC	16*		
46	END	0		
60	STUN	16*		Total Characteristics Cost: 148

*: OIHID (-¼)

Movement:	Running:	6"/12"
	Tunneling:	3"/6"

Cost	Powers	END
48	<i>Plant Attacks:</i> Multipower, 60-point reserve; all OIHID (-¼)	
4u	1) <i>Thorn Spray:</i> RKA 2d6, Armor Piercing (+½), +1 Increased STUN Multiplier (+¼); OIHID (-¼)	5
4u	2) <i>Choking Spores:</i> EB 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1); Limited Range (4"; -¼), OIHID (-¼)	6
3u	3) <i>Controlling Spores:</i> Mind Control 12d6 (Human class of minds); Cannot Feed END To Maintain Effect (-¼), Limited Range (4"; -¼), OIHID (-¼)	6
3u	4) <i>Tangling Growth:</i> Entangle 6d6, 6 DEF; OIF (plants of opportunity; -½), OIHID (-¼)	6
1u	5) <i>Strength Of The Trees:</i> STR +35; Increased Endurance Cost (x3 END; -1), OIHID (-¼)	9
24	<i>Plant Control Powers:</i> Elemental Control, 60-point powers, all OIHID (-¼)	
18	1) <i>Quicken Plants:</i> Summon up to 4 300-point monstrous plants (use the Giant Carnivorous Plant writeup, <i>HERO System Bestiary</i> page 198; see text); OIF (appropriate plants of opportunity; -½), Extra Time (Full Phase; -½), OIHID (-¼)	6
24	2) <i>Control Plants:</i> Mind Control 12d6 (Plant class of minds); OIHID (-¼)	6
14	<i>Bark-Like Skin:</i> Armor (6 PD/6 ED); OIHID (-¼)	0
9	<i>Burrowing:</i> Tunneling 3" through DEF 3 material; Increased Endurance Cost (x2 END; -½), OIHID (-¼)	2
4	<i>Heightened Senses:</i> Infrared Perception (Sight Group); OIHID (-¼)	0
3	<i>Tendrils And Vines:</i> Extra Limbs (up to a dozen); Costs Endurance (-½), OIHID (-¼)	1
12	<i>Rapid Growth:</i> Stretching 3"; OIHID (-¼)	1

Talents

- 3 Environmental Movement: no penalties in undergrowth

Skills

- 6 +2 with Plant Attacks Multipower
- 1 Computer Programming 8-
- 2 AK: Millennium City University 11-
- 2 KS: The Academic World 11-
- 1 KS: Roses 8-
- 1 KS: The Superhuman World 8-
- 3 SS: Biology 12-
- 6 SS: Botany 15-
- 3 Stealth 13-
- 3 Tracking 12-

Total Powers & Skills Cost: 202

Total Cost: 350

200+ Disadvantages

- 10 Accidental Change: when he experiences significant stress or becomes Enraged 11- (Uncommon)
- 20 Enraged: when sees trees and plants being harmed or destroyed (Uncommon), go 14-, recover 11-
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Teleios 8- (Mo Pow, NCI, Capture)
- 10 Physical Limitation: Desensitized Touch (-2 to all DEX Rolls when in Thorn form) (Frequently, Slightly)
- 15 Psychological Limitation: Hatred Of Human And Animal Life (Common, Strong)
- 10 Psychological Limitation: Proud; Can't Stand To Be Outdone Or Humiliated (Common, Moderate)
- 15 Social Limitation: Secret Identity (Dr. Lawrence Lloyd) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from Herbicides (Uncommon)
- 10 Vulnerability: 2 x BODY from Herbicides (Uncommon)
- 10 Experience Points

Total Disadvantage Points: 350

Background/History: "Doctor Lloyd! Can you tell us more about your new wonder drug?"

"Doctor Lloyd! When will the drug be available?"

Lawrence Lloyd, doyen of the Millennium City University Department of Botany, waited for the hubbub of questions to die down before he addressed the reporters. "I'm sorry, but I can't give you any more details at this time. As I announced yesterday, I'm *extremely* close to a breakthrough toward a revolutionary new heart medicine, based on my researches into certain plant extracts. When more details are available, believe me, I'll let you know." With that, he pushed past the shouting reporters and into the quiet of his lab.

Now he just had to create what he'd promised.

When he heard the report out of Harvard, about the new drugs their botanists were develop-

ing, jealousy had consumed him. He was the greatest scientist in the field of botany! If some also-ran from New England could create new drugs, he could create *better* drugs! To keep the Ivy Leaguers from stealing the spotlight, he made his own announcement... before he'd even begun any experiments. But he knew he could do it!

Long hours of work followed, using DNA from many species of plants he'd already studied — including specimens he'd gathered in the Congo rain forest that were unknown to other botanists. But as he worked, he became tired... and careless. While attempting to inject his latest "botano-serum" into a guinea pig, he missed and jabbed himself in the hand, pumping his bloodstream full of the strange chemical.

He panicked, running out of the lab toward the university's hospital. But as he ran, he felt pain lance through his body. He dropped to the ground, moaning in agony. He began to transform. Skin became bark, hair became leaves, fingers became roots. Terrified, he crawled into the underbrush beside the road to hide.

It wasn't long before his fears had vanished. Somehow the botano-serum had turned him into some sort of man-plant hybrid! His scientific curiosity aroused, he began to experiment, discovering he was immensely strong, and had other powers to boot. With a few moments' concentration, he could even revert back to his normal human form.

The possibilities were intriguing...

Personality/Motivation: Once a gifted (if overly proud and bombastic) scientist, Thorn has undergone a psychological transformation almost as profound as the changes to his physical form. He used to enjoy the company of the plants in his greenhouse, often in preference to the company of other people, but he got along with his colleagues and friends well enough. Now he *loathes* other humans, and animals to boot — the ones who prey on his beloved plants. He finds it difficult to tolerate the presence of other people (and even broke up with his fiancée, Deborah Greaves), and becomes furious if anyone touches him.

At present, Thorn's attitude has led him to vandalize farms (to "free" the plants), destroy logging operations, and engage in other such acts of "eco-terrorism." As time goes by, his opinions will probably become more and more extreme, until he reaches the point where he's a botanical counterpart to Mechanon who wants to cleanse all human life from Earth so plants can grow unhindered.

Quote: "You can't hurt me, you... mammal. I am the strength of the oak personified!"

Powers/Tactics: Thorn's powers result from the experimental botano-serum he accidentally injected himself with. It altered his cellular structure, allowing him to transform into a human-plant hybrid. His powers, which only work in his Thorn form, include not only great strength and resilience, but the ability to shoot thorns or various dangerous spore-clouds, to transform ordinary plants into monstrous, gigantic servants, and to cause ambient plant-life to engulf and entangle his foes.

THORN PLOT SEEDS

The Millennium City Orchid-Fanciers Society announces its annual show. Infuriated at this "plant slavery," Thorn decides to attend the exhibition and show those old bats just how dangerous plants can be! Fortunately, the PCs happen to also be there to look at the flowers....

The PCs are approached by Deborah Greaves, Lawrence Lloyd's ex-fiancée (or perhaps they're aware of her situation because they know her socially). She's worried about Lawrence; his sudden shift in behavior and "erratic" conduct make him wonder if he's "been mind-controlled, or something." Could the PCs please investigate and find out if he's all right?

Several large, old, majestic trees around Millennium City start to die suddenly, for no apparent reason. Despite his skills as a botanist, Thorn can't find out what's going on. Desperate to prevent any more "senseless deaths," he seeks the PCs' help. But can he be trusted?

To represent Thorn's animated plants, use the *Giant Carnivorous Plant* writeup from page 198 of the *HERO System Bestiary*. Alternately or in addition, you could use the Treeman writeup (*Bestiary*, page 119), but in the latter case you might want to make Thorn pay for the Advantage to expand the class of what he can Summon.

Normally, to transform into Thorn, Lloyd has to expose himself to his botanoserum, either by injection or inhalation (he carries a small vial or two of the fluid with him at all times). But in some cases, when he's under a lot of stress, or becomes Enraged, he transforms spontaneously. He hopes, in time, to reach the point where he can activate his powers without the serum (*i.e.*, to buy off the *OIHID* Limitation on his powers).

Thorn prefers to start combat by creating and controlling some of his plant-creatures (if possible, he'll do this before the battle begins). Then he uses whatever Plant

Attack powers seem best suited to the situation. He doesn't like working with others; he will if he has to, but almost never bothers to support, help, or defend his teammates. After all, they're just people.

Campaign Use: Thorn is a good candidate for second-rate-master-villain-in-training. He'll probably never reach the pinnacles of power inhabited by the likes of Firewing and Gravitator, but he could easily become a major threat to humanity. For his initial appearances in the campaign, he probably works best if he either teams up with other villains for a little while, or provides his own combat support through plant-monsters. As time goes by, he can create other plant-oriented villains, forming a team of his own under his direct control. Ultimately, between his servants and his monstrous plants, he'll be able to give any team a run for its money.

To make Thorn stronger, you can boost the

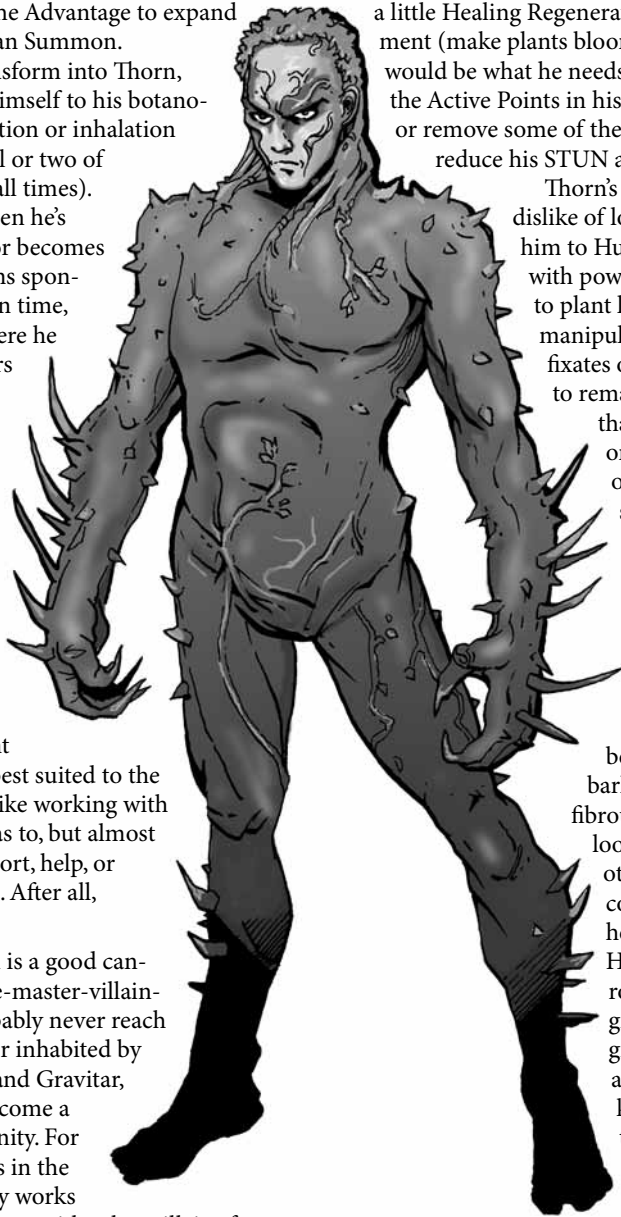
Active Points in his powers, or you can add new ones. He could, for example, develop other spore powers — such as spores that Transform people into human-plant hybrids under his control, or acidic spores able to eat through metal. Or maybe a little Healing Regeneration, Change Environment (make plants bloom and grow), or the like would be what he needs. To weaken him, reduce the Active Points in his Power Frameworks, or remove some of the slots; you could also reduce his STUN and REC.

Thorn's overweening pride and dislike of losing could easily drive him to Hunt a hero, especially one with powers he deems dangerous to plant life (such as fire or earth-manipulation powers). Once he fixates on a target, he's likely to remain strongly focused on that person (*i.e.*, to Hunt on at least an 11-). Most of his attacks involve sending monstrous plant-creatures after his foe.

Appearance: Thorn resembles a strange and disturbing cross between man and plant. His skin has become like grey-brown bark, and his flesh more fibrous and dense. His hair looks more like leaves, and other sprouts of leaves cover his waist or tuft out here and there in patches. His fingers and toes are root-like, slender and gnarled but possessed of great strength. His eyes and mouth resemble knotholes in an old tree as much as anything. Tiny thorns have sprouted from various places on his body

(including, most noticeably, his forearms), and he often has vines or tendrils growing out to twine around parts of his form.

When not in Thorn form, Lawrence Lloyd is an average-looking white man in his early 30s, with short, dark hair, no facial hair, and glasses. He usually wears comfortable clothes and a lab coat.



THUNDERBIRD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	

8	PD	4		Total: 19 PD (11 rPD)
8	ED	4		Total: 19 ED (11 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
40	STUN	8		Total Characteristics Cost: 142

Movement: Running: 10"/20"

Cost	Powers	END
40	<i>Blaster Arsenal:</i> Multipower, 80-point reserve; all OAF (-1)	
4u	1) <i>Blaster Assault Rifle:</i> RKA 2½d6, Autofire (5 shots; +½), 64 Charges (+½); OAF (-1) [64]	
4u	2) <i>Blaster Pistol, Mark I:</i> RKA 2d6, Armor Piercing (x2; +1), +1 Increased STUN Multiplier (+¼), 32 Charges (+¼); OAF (-1) [32]	
3u	3) <i>Blaster Pistol, Mark II:</i> RKA 2d6, +4 Increased STUN Multiplier (+1), Penetrating (+½); OAF (-1), 6 Charges (-¾) [6]	
3u	4) <i>Blaster Carbine with Sniper Attachments:</i> RKA 2d6, Increased Maximum Range (x5, or 1,500"; +¼), No Range Modifier (+½), 32 Charges (+½); OAF (-1) [32]	
27	<i>Backup Blaster:</i> RKA 2d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½); OAF (-1), 12 Charges (-¼) [12]	
60	<i>Grenades:</i> Multipower, 90-point reserve; OIF (grenade belt; -½)	
3u	1) <i>Fragmentation Grenade:</i> RKA 3d6, Explosion (+½), +2 Increased STUN Multiplier (+½); OAF (-1), 4 Charges (-1) [4]	
3u	2) <i>Tranq Gas Grenade:</i> EB 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (6" Radius; +1); OAF (-1), 4 Charges (-1) [4]	
4u	3) <i>Smoke Grenade:</i> Darkness to Sight Group 9" radius; OAF (-1), 4 Charges lasting 1 Turn each (-½) [4cc]	
13	<i>Questionite Combat Knife:</i> HKA 1d6 (1½d6 with STR), Armor Piercing (x2; +1); OAF (-1), No Knockback (-¼) 1	
	<i>Martial Arts: Commando Training</i>	
3	Aikido Throw +0 +1 6d6 + v/5, Target Falls	
4	Boxing Cross +0 +2 8d6 Strike	
4	Choke -2 +0 Grab One Limb, 3d6 NND (2)	
4	Escape +0 +0 45 STR vs. Grabs	

4	Hold -1 -1 Grab Three Limbs, 40 STR
4	Judo Disarm -1 +1 Disarm, 40 STR
4	Karate "Chop" -2 +0 HKA 1d6 (2d6 with STR)
4	Kung Fu Block +2 +2 Block, Abort
8	+2 Damage Classes (already added in)
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½) 0
5	<i>Tinted Nightsight Glasses:</i> Sight Group Flash Defense (10 points); OAF (-1) 0
8	<i>Fast:</i> Running +4" (10" total) 1
6	<i>Bracer Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0
2	<i>Tinted Nightsight Glasses:</i> Infrared Perception (Sight Group); OAF (-1) 0

Perks

6 Reputation: terror of the superhuman underworld (on Earth; 14-) +2/+2d6

Talents

6 Combat Luck (3 PD/3 ED)

Skills

20	+2 Overall
16	+2 with All Combat
5	Accurate Sprayfire
3	Breakfall 14-
3	Combat Driving 14-
3	Computer Programming 13-
5	Concentrated Sprayfire
3	Criminology 13-
3	Demolitions 13-
3	Electronics 13-
3	Forensic Medicine 13-
3	Interrogation 14-
3	KS: The DIA 13-
3	KS: The Espionage World 13-
3	KS: The Military/Mercenary/Terrorist World 13-
3	KS: The Superhuman World 13-
3	KS: Supervillains 13-
3	Lockpicking 14-
3	Paramedics 13-
2	PS: Soldier 11-
2	PS: Spy 11-
3	Security Systems 13-
5	Skipover Sprayfire
3	Stealth 14-
3	Streetwise 14-
3	Tactics 14-
10	Two-Weapon Fighting (Ranged)
4	TF: Common Motorized Ground Vehicles, Helicopters, Two-Wheeled Motorized Ground Vehicles
7	WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 385

Total Cost: 527

THUNDERBIRD PLOT SEEDS

Thunderbird disappears for several weeks. His wife, concerned, approaches the PCs and asks them to find him (though she's careful to conceal her identity from them).

A local NPC superhero is found in a dirty alleyway with a blaster-hole through his head. It looks just like Thunderbird's work. Did he do it, and if so, why?

The PCs have to find a particular supervillain, and fast. They're aware Thunderbird's been after that same villain for a while, and probably knows more about him than anyone else. So, they need to get to Thunderbird before he kills the villain, then find a way to work with him to track the villain down.

200+ Disadvantages

- 10 DNPC: Barbara Redhorse (wife) 11- (Normal; Useful Noncombat Position)
- 20 Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Vigilante Mentality (Common, Total)
- 15 Psychological Limitation: Hatred Of Superhumans (Common, Strong)
- 15 Reputation: ruthless murderer of supercriminals, 14-
- 15 Social Limitation: Secret Identity (Jason Redhorse) (Frequently, Major)
- 212 Experience Points

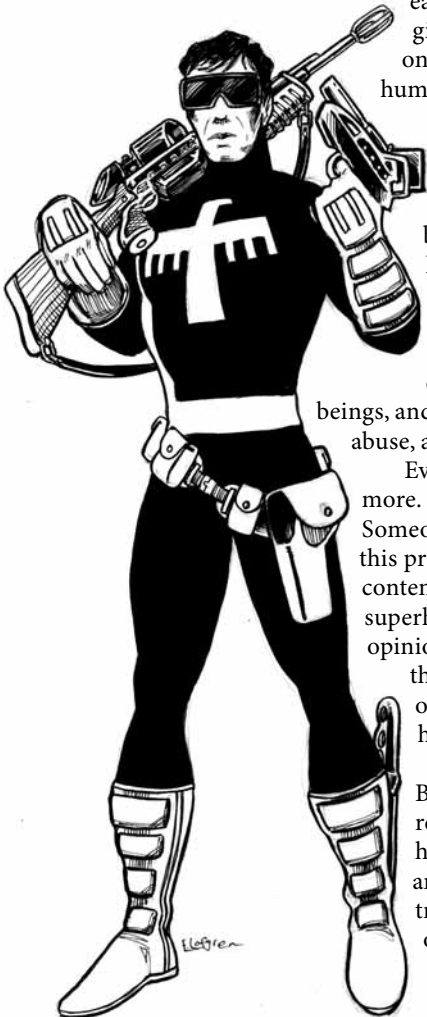
Total Disadvantage Points: 527

Background/History: While undergoing basic training in the United States Army, Jason Redhorse attracted the attention of his superior officers for his combination of discipline, skill, ruthlessness, and intelligence — the perfect attributes for a spy. He was soon assigned to work for the Defense Intelligence Agency, and quickly rose through the ranks thanks to his impressive track record at completing missions and gathering intel no one else could.

His accomplishments soon earned him a posting on a prestigious project to gather intelligence on, and find ways to combat, superhuman criminals and terrorists. For several years, he studied their personalities, their crimes, and the effects of their activities. Slowly, rage built within him. These... beings (he couldn't even bring himself to call them men anymore) were like callous gods, flaunting their powers and not caring who got hurt. Some of them actually expressed *contempt* for human beings, and went out of their way to harm, abuse, and kill them.

Eventually, he couldn't take it anymore. Just studying them wasn't enough. Someone had to *do* something about this problem. The government seemed content to leave the actual fighting to the superheroes (amateurs who, in Redhorse's opinion, usually weren't much better than the criminals they fought). Since no one else was willing to tackle the job, he'd do it.

With the support of his wife Barbara, a Millennium City police records officer (and Army veteran herself), Redhorse quit the Army and disappeared. He spent two years training himself and building weapons for his one-man war on supercrime. When he judged himself ready, he donned a distinctive uni-



form (the better, he thought, to gain a reputation and perhaps fit in with like-minded superheroes) and hit the streets as Thunderbird. And slowly but surely, he began racking up a body count. As of 2002, he's believed responsible for the murders of nearly 15 supervillains, including Tartarus, Falchion, and two DEMON Morbanes, and he shows no signs of slowing down.

Personality/Motivation: Thunderbird is a driven, almost obsessed, man. He's convinced supercrime is an epidemic problem, and that neither the police, the government, nor the world's superheroes are truly prepared, logistically or psychologically, to deal with it properly. He views himself as the one man who knows how things really are and is capable of doing the work that has to be done. As far as he's concerned, there's no supervillain out there who doesn't deserve a blaster-bolt through the head, and he's happy to provide. So great is his hatred of superhumans that he finds it difficult to work with superheroes (even the few who share his ideals), and will often ignore a serious crime being committed by normal criminals to pursue a relatively minor supervillain who's not currently hurting anyone.

Quote: "You've got to pay the price for your crimes, Falchion. And I'm here to collect."

Powers/Tactics: Thunderbird is a highly-trained man, in the peak of physical conditioning, who equips himself with powerful high-tech weaponry to fight superhuman crime. He carries five blasters — an assault rifle-style weapon, three pistols of various configurations, and a carbine equipped for sniping — in hip and shoulder holsters, his right boot, slung over his back, and so forth. He's also got a small arsenal of grenades in his belt pouches, and a questionite combat knife. If necessary, he can also call on his combat training and fight unarmed as well.

**Birds NOT Of A Feather?**

'Thunderbird concerns me. His skill and dedication are admirable, but his methods are not. There's a time and a place for violence in crimefighting, but he doesn't seem to understand that at all — his response to everything is violent, and that's a problem. To me, his behavior indicates someone who's all too close to the edge — how long before he goes over, and starts shooting at anyone he pleases? He's got to be stopped.'

— from the private logs of Nighthawk

Whatever!

'I hate that guy. What a head case! He's taken shots at me twice now... good thing I'm hard to hit, I don't think my armor would stand up to those blasters he carries. I hope the cops catch him, and soon.'



— Bluejay

Thunderbird isn't stupid; he knows how difficult his chosen quarry is to hunt and kill, and he brings every ounce of tactical smarts he has to bear on any combat situation. He prefers to strike from a distance (with his carbine, he can shoot targets nearly two miles away) and/or from ambush, since he lacks the defenses to stand up to most supervillains in a one-on-one battle. If confronted with more than he can handle, he'll usually drop a smoke grenade and attempt a strategic withdrawal.

Campaign Use: Like Nebula and Captain Chronos, Thunderbird is a hero whom the PCs likely will neither completely understand nor agree with. In fact, some of them may regard him as no better than the criminals he kills, and devote a lot of time to trying to capture him. That's perfect; he *should* evoke strong emotions, and raise in the PCs' minds questions about law, justice, and the acceptable levels of force they apply when fighting crimes themselves.

Because he's likely to work by himself in most scenarios, you may need to give him Bases, Vehicles, or other resources not already listed on his character sheet. He has no objection to applying overwhelming levels of force against his enemies, so bombs, traps, and the like aren't out of the question — though he'd never knowingly endanger innocent citizens with such things.

If you want to make Thunderbird tougher, the first thing he needs is more defense — and perhaps a point of SPD. Then you can think about increasing the DCs of his weapons, or even giving him more weapons. A "utility belt" (a Multipower of small gadgets, like the one on Nighthawk's character sheet [*Champions*, page 186]) wouldn't be a bad idea, either. If he's too tough, your best bet is to scale down his weapons to the point where he's not quite so deadly.

Thunderbird would never Hunt another hero, even one who interferes with his war on crime, unless he believes that hero is really a villain (either because someone tricks him, he gets the wrong impression, or the character has an appropriate Reputation). In that case, he'll employ his usual methods, and go straight for the kill.

Appearance: Thunderbird is a tall (6'2"), well-muscled man with dark hair. He wears a black bodysuit with red boots, belt, equipment belt, and bracers/gloves, with a red thunderbird symbol on his chest. He doesn't wear a mask, but instead hides his identity behind red one-way combat glasses.

THUNDERBOLT II

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
27	DEX	51	14-	OCV: 9/DCV: 9
30	CON	40	15-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	12-	
				Total: 20 PD (20 rPD)
20	PD	12		Total: 20 PD (20 rPD)
20	ED	14		Phases: 2, 3, 5, 6, 8, 9, 11, 12
8	SPD	43		
14	REC	0		
60	END	0		
50	STUN	0		Total Characteristics Cost: 218

Movement: Running: 25"/50"

Cost	Powers	END
20	<i>Toughness:</i> Damage Resistance (20 PD/20 ED)	0
47	<i>Superspeed:</i> Running +19" (25" total), Reduced Endurance (½ END; +¼)	2
7	<i>Sleeve Radio:</i> HRRP (Radio Group); IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

- 2 Contact: fence 11-
- 7 Contact: Millennium City VIPER Nest Leader 11- (extremely useful Skills and resources, access to major institutions, significant Contacts of his own)

Skills
15 +3 Hand-To-Hand
4 +2 with Running
3 Computer Programming 13-
3 Electronics 13-
3 CK: Millennium City 13-
2 KS: History 11-
2 KS: Millennium City University 11-
1 KS: The Superhuman World 8-
3 Persuasion 13-
3 PS: Geologist 13-
3 SS: Geology 13-
3 Stealth 14-
3 Streetwise 13-
1 Systems Operation 8-

Total Powers & Skill Cost: 132

Total Cost: 350

200+ Disadvantages

10	DNPC: Aileen Mitchell (girlfriend) 8- (Normal)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Hunted: California Patrol 8- (Mo Pow, Capture)
15	Psychological Limitation: Selfish And Amoral (Common, Strong)
5	Rivalry: Professional (with Tachyon; Rival Is

THUNDERBOLT II PLOT SEEDS

Thunderbolt decides to have it out with Thunderbolt I once and for all, to establish the right to use the name. The PCs have to find out about the fight, find out where it's going to be, and then put a stop to it before the two of them destroy a building or hurt someone. Unfortunately, each of the combatants brought a few friends along to watch....

Thunderbolt decides he needs to be even faster, so he contacts Teleios to see if the master of biological wizardry can enhance his powers without using kelvarite. Teleios agrees, but only if Thunderbolt does some work for him. The PCs soon encounter Thunderbolt leading a squad of Teleios's vat-grown superhuman warriors....

Thunderbolt runs into a stone wall just a *little* too hard and ends up giving himself amnesia. Will the heroes take advantage of his condition to try to reform him and make him a hero? Is that proper? Or will some villain try to turn him into a loyal lackey?

- Aware Of Rivalry)
- 15 Social Limitation: Secret Identity (Rob Bleskind) (Frequently, Major)
 - 15 Susceptibility: to kelvarite, takes 1d6 damage per Phase (Uncommon)
 - 15 Susceptibility: to earth control/manipulation powers, takes 1d6 damage per Phase (Uncommon)
 - 10 Vulnerability: 1½ x Effect from Drains (Common)
 - 30 Vulnerability: 2 x STUN from Electrical attacks (Very Common)

Total Disadvantage Points: 350

Background/History: The fourth of eight sons born to a poor St. Louis bricklayer and his wife, Rob Bleskind grew up having to struggle for everything he got. He fought against his brothers to prove he was tough, he beat up neighborhood kids and stole their lunch money, he worked hard at a string of menial jobs to help put food on the family table. His parents taught him to stick up for himself; no one else was ever going to help or protect him.

But Rob wasn't just a brute, he was actually pretty smart — so smart he earned a full scholarship to the new Millennium City University. He planned to study geology and become one of those high-paid petrochemical engineers he'd heard about. He headed off to MCU full of ambition.

During his second day of classes, he met another student, Steve Maxwell. The two became rivals almost immediately; somehow they really got on each others nerves. Maxwell was just as competitive and smart as he was. More than a few fistfights occurred between them over the next few years.

When MCU was allowed to examine fragments of a strange meteorite that had landed in Kentucky, Rob was thrilled to be asked to participate. His enthusiasm only dimmed a little when he found out Maxwell was working on the project, too. It was all the two of them could do to be civil to each other when the professors were around.

And then the professors left the room for a minute to get some equipment. What happened next is a matter of debate. Bleskind has always blamed Maxwell, claiming he began an unauthorized test with equipment he didn't really know how to use. But it could be that they got into a fight and knocked something over. Or maybe they didn't do anything. But what happened is a matter of public record: the meteor

exploded, blasting them both with tiny particles and fragments of kelvarite. Bleskind, being closer to the meteor when the disaster occurred, was bombarded with more kelvarite than Maxwell.

When he awakened in a hospital bed, Bleskind felt sick and weak. That changed; he healed with incredible speed, and soon realized the explosion had changed him somehow. When he accidentally bent the metal rail on his hospital bed, he discovered he was much stronger than a normal human. When he was brushing his teeth one day and his hand started moving so fast he could barely see it, he found out he was also a lot faster than any ordinary person.

A little practice, late at night when no one was looking, was all it took to sound out the extent of his superpowers. He could run faster than an express train, and lift small cars without much effort. Soon his mind went from thinking, "Wow, this is *incredible!*" to wondering, "How can I make money with this?"

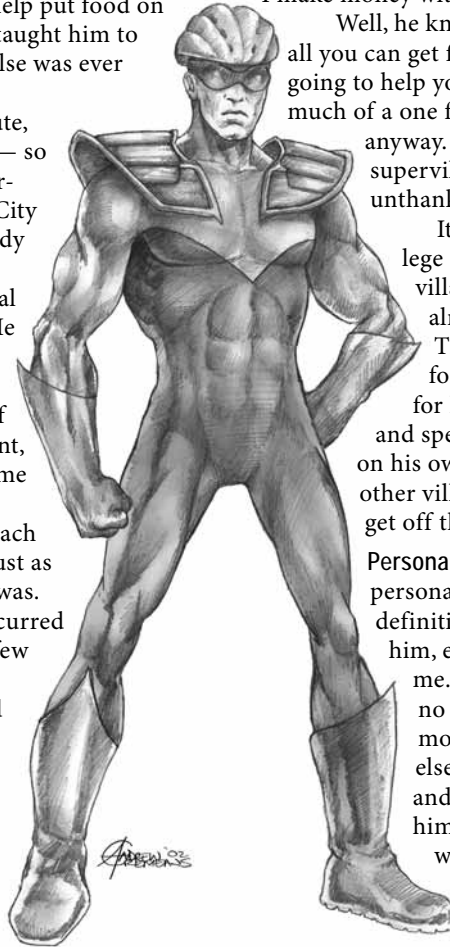
Well, he knew lesson number one — grab all you can get for yourself, 'cause no one's going to help you but you. He was never much of a one for following all the rules

anyway. He'd rather make money as a supervillain, than risk his neck as an unthanked, unrewarded superhero.

It wasn't long before he quit college and became a full-time supervillain. Not knowing there was already a super-criminal named Thunderbolt, he chose that name for himself, since it was perfect for his combination of strength and speed. Since then, he's worked on his own, for VIPER, and with many other villains, and he doesn't intend to get off the gravy train anytime soon.

Personality/Motivation: Thunderbolt's personality could be the textbook definition of "self-centered." With him, everything is about me, me, me. His needs, wants, and desires, no matter how trivial, are always more important than anyone else's. His opinions are correct, and anyone who disagrees with him is wrong, and stupid. Anyone who's not tough enough to stop him deserves to get flattened and have his stuff taken away. Thunderbolt gets

along really well with people who kow-tow to



Get Ready To RUMBLE!

'Sooner or later I'll catch up with that jerk, and he's going to learn not to steal my name. A few thousand volts ought to be enough to get the point across. By the time I'm done with him, he's going to be toast... literally.'

— Thunderbolt of the Ultimates

him (sycophantic waiters, call girls, toadies), and not so much with everyone else. A lot of master villains would rather not work with him; he's too much trouble to cope with.

Thunderbolt remains bitter rivals with Steve Maxwell, who's now better known as Tachyon (*Champions*, page 209). Each of them does his best to interfere with the other's work, taunt him, and make him miserable. They have yet to put their superpowers to the test against each other, but they know it's only a matter of time. He also sometimes has to deal with Thunderbolt I, who's not exactly happy about having his name usurped.

Quote: "I'm faster than a bullet — and I hit harder, too."

Powers/Tactics: Thunderbolt is a brick-speedster, able to combine his swiftness and his super-strength for devastating attacks. He particularly enjoys Move Throughs (16d6 damage!), and uses his Combat Skill Levels for offense so he has OCV 7 when performing one. Grab Bys to snatch Accessible Foci are another favorite tactic. Given his high SPD, he can often afford to spend the time to Haymaker.

Unfortunately, Thunderbolt suffers from many of the common problems experienced by superhumans with kelvarite-derived powers. The minute bits of the mineral embedded in his body make him experience pain when he's exposed to larger chunks of kelvarite, or when someone uses earth manipulation powers on him. He also suffers a greater than normal degree of effect from electrical attacks, or powers that sap his strength, stamina, or other qualities (*i.e.*, Drains).

Campaign Use: Thunderbolt is a good member for impromptu superteams or groups of super-mercenaries hired by master villains (though his selfish attitude may cause problems). His powers give him a lot of combat flexibility, making him a useful addition to many villain teams.

If Thunderbolt isn't tough enough to challenge your PCs, you have several options for "powering him up." First, increase his STR; that way he doesn't have to depend so much on his movement. Second, give him some CSLs with Move Through and extra defenses that only apply against Move Throughs, so he can start slamming into his opponents without much difficulty. Third, give him some brick or speedster tricks that don't necessarily involve hitting people hard. If he's too tough for your campaign, decrease his velocity, SPD, and/or STR until he's more in line with your standard villains.

Appearance: Thunderbolt's costume has red flared boots, blue legs and stomach, red arms and shoulders (with the red on the upper chest in a reverse chevron pattern), and blue flared gloves. His red helmet and blue shoulder pads are designed to help protect him from the impact of running into targets. He wears no mask, only blue-tinted goggles.

UTILITY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
				Total: 16 PD (8 rPD)
8	PD	4		Total: 16 ED (8 rED)
8	ED	4		Phases: 3, 5, 8, 10, 12
5	SPD	20		
10	REC	4		
50	END	5		
40	STUN	5		Total Characteristic Cost: 152

Movement: Running: 9"/18"
Leaping: 7"/14"
Swinging: 15"/30"

Cost Powers **END**

80	<i>Armory:</i> Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Can Only Be Changed In Utility's Armory (-½)	Var
37	<i>Omni-Pistol:</i> Multipower, 75-point reserve; all OAF (-1)	
2u	1) <i>Electric Blaster:</i> Energy Blast 15d6; OAF (-1), 4 Charges (-1)	[4]
2u	2) <i>Laser:</i> RKA 4d6; OAF (-1), 4 Charges (-1)	[4]
2u	3) <i>Concussion Beam:</i> Energy Blast 8d6 (physical), Double Knockback (+¾); OAF (-1), 4 Charges (-1)	[4]
2u	4) <i>Focused Magnetic Beam:</i> Energy Blast 10d6, Armor Piercing (+½), OAF (-1), 4 Charges (-1)	[4]
2u	5) <i>Sonic Blast:</i> Energy Blast 7d6, NND (defense is Hearing Group Flash Defense; +1); OAF (-1), 4 Charges (-1)	[4]
15	<i>Billy Club:</i> Multipower, 30-point powers; all OAF (-1)	
1u	1) <i>HTH Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
1u	2) <i>Thrown Club:</i> Energy Blast 6d6; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (prevents use of other Multipower slots until charge recovered; -½)	[1rc]
1u	3) <i>Swingline:</i> Swinging 15"; OAF (-1)	1
40	<i>Wrist Rockets:</i> Multipower, 60-point powers; all OIF (-½)	
2u	1) <i>Explosive Rocket:</i> Energy Blast 8d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
2u	2) <i>Shaped-Charge Rocket:</i> Energy Blast 8d6, Penetrating (+½); OIF (-½), 4 Charges (-1)	[4]
<i>Martial Arts: Generic</i>		
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Dodge	— +5 Dodge, Affects All Attacks, Abort
5	Kick	-2 +1 10d6 Strike
4	Punch	+0 +2 8d6 Strike

UTILITY PLOT SEEDS

Drawn together by their mutual love of humiliating and beating up superheroes, Utility and Shrinker begin a torrid love affair. They decide to sneak into the PCs' headquarters, defeat them all, and film the whole thing for public broadcast.

What could be more fun than defeating a team of superheroes in front of millions? Utility plans to attack the PCs while they participate in some major public event, like the St. Patrick's Day or Thanksgiving parade, or a charity fundraiser at a stadium.

Utility doesn't limit his researches to just superheroes; he's perfectly happy to defeat supervillains, too, if he has to. When they need information to defeat a major supervillain, the PCs have nowhere to turn but Utility. Will he help them, and if so, what will he want in return?

3	Throw	+0	+1	6d6 + v/5; Target Falls	
8	+2 Damage Classes (already added in)				
1	Use Art with Clubs				
16	<i>Armored Costume</i> : Armor (8 PD/8 ED); OIF (-½)				0
6	<i>Strong Runner</i> : Running +3" (9" total)				1
3	<i>Strong Leaper</i> : Leaping +3" (7" forward, 5" upward)				1
3	<i>Omni-Visor</i> : Infrared Perception (Sight Group); OIF (-½)				0
3	<i>Omni-Visor</i> : Ultraviolet Perception (Sight Group); OIF (-½)				0
7	<i>Omni-Visor</i> : Increased Arc Of Perception (360 Degrees) (Sight Group); OIF (-½)				0
6	<i>Omni-Visor</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)				0

Perks

5	Money: Well Off				
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Talents

9	Ambidexterity (no Off Hand penalty)				
6	Lightning Reflexes: +4 DEX to go first with all attacks				

Skills

20	+2 Overall				
16	+2 with All Combat				
9	+3 with Omni-Pistol				
3	Acrobatics 13-				
3	Breakfall 13-				
3	Climbing 13-				
3	Computer Programming 13-				
3	Deduction 13-				
3	Electronics 13-				
2	CK: Millennium City 11-				
4	KS: Superheroes 14-				
4	KS: The Superhuman World 14-				
4	KS: Superpowers 14-				
4	KS: Supervillains 14-				
3	Lockpicking 13-				
3	Mechanics 13-				
3	Power: Gadgeteering 13-				
3	Security Systems 13-				
3	Stealth 13-				
3	Streetwise 13-				
3	Systems Operation 13-				
3	Tactics 13-				
3	Teamwork 13-				

Total Powers & Skill Cost: 390**Total Cost: 542****200+ Disadvantages**

25	Hunted: Champions 11- (Mo Pow, NCI, Capture)				
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)				
15	Psychological Limitation: Overconfidence (Very Common, Moderate)				
20	Psychological Limitation: Code Versus Killing (Common, Total)				
15	Psychological Limitation: Determined To				

Prove Himself Better Than Superhumans (Common, Strong)

10	Psychological Limitation: Collapses Under Torture/Interrogation (Uncommon, Strong)				
10	Reputation: clever supervillain, 11-				
5	Rivalry: Professional (with Mirage)				
15	Social Limitation: Secret Identity (William Chow) (Frequently, Major)				
207	Experience Points				

Total Disadvantage Points: 542**EXAMPLE POWERS FOR ARMORY
POWER POOL**

Here are some examples of devices Utility might build with his Gadget Pool:

Armor Weakener: This device temporarily breaks down the chemical bonds in most substances used to build body armor and powered armor, so that they offer less protection than normal until the bonds "heal."

Drain Armor 4d6, Ranged (+½) (60 Active Points); OAF (-1), Technological Armors Only (-½), 12 Charges (-¼). Total cost: 22 points.

Cloaking Mesh: This device, built into one of Utility's costumes, bends light around him so people cannot see him.

Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½). Total cost: 20 points.

Flare Beam: This weapon attaches to the Omni-Pistol; it lets Utility blind and disorient his foes.

Sight Group Flash 12d6 (60 Active Points); OAF (-1), 4 Charges (-1). Total cost: 20 points.

Knockout Gas Mini-Grenades: Enemies who can withstand powerful energy bolts often have little resistance to Utility's knockout gas.

Drain STUN 3d6, Ranged (+½), Explosion (+½) (60 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼). Total cost: 18 points.

Springboots: With these special boots, Utility can leap enormous distances.

Leaping +13" (20" forward, 10" upward) (13 Active Points); OIF (-½). Total cost: 9 points.

Tanglebomb: Utility uses this weapon to keep his foes from moving.

Entangle 4d6, 8 DEF (60 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼). Total cost: 18 points.

X-Ray Scanner: This device fits into Utility's Omni-Visor and lets him see through most physical objects. It's great for planning ambushes.

N-Ray Perception (blocked by lead, gold, or Force Fields) (Sight Group) (10 Active Points); OIF (-½). Total cost: 7 points.

Background/History: Lots of kids are fascinated by superheroes. Like dinosaurs, they represent something larger and more powerful than themselves, but which isn't threatening. In fact, a lot of kids want to *become* superheroes, the same way other kids want to become famous athletes or rock stars.

William Chow was different. He wasn't interested in admiring or emulating superheroes. He wanted to *beat* them. To him, they represented a challenge. As a young man, he spent a lot of time figuring out ways to trick or defeat superheroes, overcome their powers, and show them he was better than they are. This might have remained little more than a harmless hobby, but then his great aunt died unexpectedly, leaving him a small fortune in her will. Now he could do more than just dream — he had the means to *act* on his ideas. He used the bequest to fund his initial training, and to buy weapons from the underworld armorer Wayland Talos (he's since learned how to make his own gadgets).

His first outing as a supervillain was a complete success. The Sentinels never knew what hit them; they thought they were responding to a bank robbery by the Ultimates, but what they were actually walking into was a carefully-planned trap. Seeing one of the world's most powerful superteams lying unconscious at his feet only confirmed to him that he was right all along: just because someone has superpowers doesn't mean an ordinary human can't overcome him.

Since then, Utility has become known as one of the most effective and successful super-mercenaries available. Although his interest in defeating and humiliating superheroes, rather than stealing huge sums of money or completing his assigned mission, sometimes causes problems, his track record speaks for itself and keeps the job offers pouring in.

Personality/Motivation: Disciplined, calm in crisis, and tactically alert at all times, Utility is a dangerous foe who gives credit for his victories to his attitude and intelligence, not his weapons. Outwitting and defeating superheroes is his obsession, but unlike most supervillains he doesn't broadcast his intentions, gloat over fallen foes, or ruthlessly mock his opponents. The quiet enjoyment of leaving the battlefield a winner is enough for him. To other supervillains, he's something of a paradox: he likes to beat heroes, but he won't kill them (or let his allies kill them, either, if he can help it); he's a skilled planner, fighter, and even leader, but doesn't spend much time with his colleagues-in-crime. The truth is, he dislikes most other villains (and people in general). He doesn't think of himself as a "villain" at all, really, and doesn't approve of or appreciate their attitudes or actions. Fighting superheroes is about proving who's best, not about gratuitously hurting people or making one's self rich.

Quote: "All the superpowers in the world aren't enough to defeat the world's most powerful weapon — the human brain — if it's used properly."

Powers/Tactics: Utility is a clever combatant who uses high-tech weapons and gadgets — most often

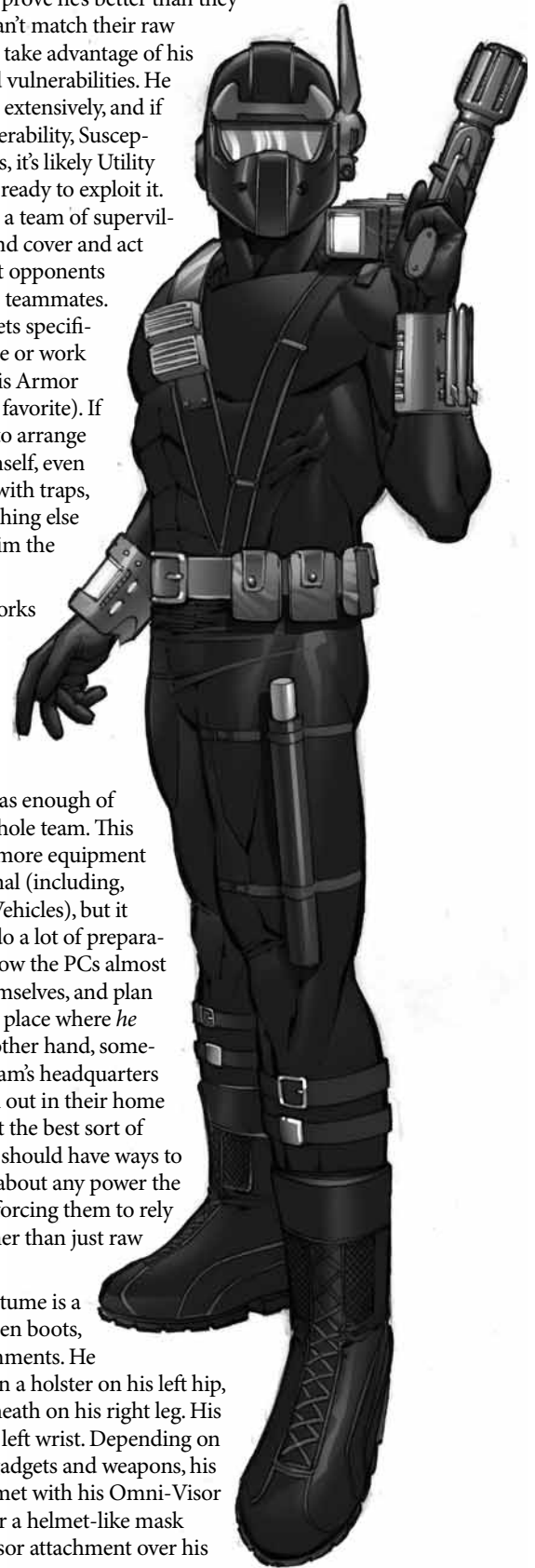
his Omni-Pistol, which has a variety of settings, each with a different special effect — to overcome super-powered opponents and prove he's better than they are. Since he knows he can't match their raw power, he plans ahead to take advantage of his enemies' weaknesses and vulnerabilities. He researches superhumans extensively, and if a hero has shown a Vulnerability, Susceptibility, or other weakness, it's likely Utility knows about it — and is ready to exploit it.

If he's working with a team of supervillains, Utility prefers to find cover and act as fire support, sniping at opponents to soften them up for his teammates. He may even build gadgets specifically designed to enhance or work with his allies' powers (his Armor Weakener is a particular favorite). If he's on his own, he tries to arrange the battlefield to suit himself, even rigging it ahead of time with traps, weapon caches, and anything else he can think of to give him the edge he needs to win.

Campaign Use: Utility works well either in a group or on his own, though you'll probably have the most fun with him as a solo villain. In that case, you have to arrange the scenario so that Utility has enough of an edge to take on the whole team. This may involve giving him more equipment and resources than normal (including, perhaps, Computers or Vehicles), but it also means having him do a lot of preparatory work. He should know the PCs almost as well as they know themselves, and plan things so the battles take place where *he* wants them to. (On the other hand, sometimes he sneaks into a team's headquarters and tries to take them all out in their home territory; that's just about the best sort of victory he can have.) He should have ways to counteract or avoid just about any power the PCs are known to have, forcing them to rely on their own smarts rather than just raw power.

Appearance: Utility's costume is a brown bodysuit with green boots, belt, gauntlets, and attachments. He carries his Omni-Pistol in a holster on his left hip, and his Billy Club in a sheath on his right leg. His Wrist Rockets are on his left wrist. Depending on his current selection of gadgets and weapons, his headpiece is either a helmet with his Omni-Visor built into the faceplate, or a helmet-like mask with a bar-like Omni-Visor attachment over his eyes.

William Chow is 5'8" tall, weighs 150 pounds, and has the rock-solid build of a muscular athlete and experienced fighter. A Chinese-American, he has short dark hair and dark eyes.



VIBRON PLOT SEEDS

Two of Vibron's old Andromeda Galaxy cronies have found a way to follow him here to Earth. The three of them form their own gang and begin terrorizing Millennium City, though some of the crimes they commit are rather... odd. Is it just their alien perspective that's making them act so strangely, or do they have a plan?

Vibron approaches the PCs with a request to speak to them. He claims he's not a criminal, but rather a rebel against a harsh and oppressive government back in the Andromeda Galaxy. Nebula isn't a hero; she's a member of the secret police, who's out to kill him. He wants "political asylum," but that means the PCs have to help him defeat Nebula. Is he telling the truth? What will the PCs do?

During a superbattle, Vibron collapses. The PCs soon learn he's developing the T-ay'maar equivalent of a heart condition, and could die if it's not corrected. Unfortunately, his physiology is so alien Human doctors can't do anything for him. What will the PCs do to save his life — contact Teleios, attempt a trip to the Andromeda Galaxy, try to build him a super-pacemaker?

VIBRON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
29	DEX	57	15-	OCV: 10/DCV: 10
28	CON	36	15-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	6		Total: 25 PD (15 rPD)
8	ED	2		Total: 23 ED (15 rED)
7	SPD	31		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	0		
56	END	0		
40	STUN	4		Total Characteristics Cost: 168

Movement: Running: 20"/40"

Cost	Powers	END
61	<i>Vibro-Attacks:</i> Multipower, 61-point reserve	
6u	1) <i>Focused Vibro-Blast:</i> Energy Blast 12d6	6
6u	2) <i>Expanded Vibro-Blast:</i> Energy Blast 7d6, Double Knockback (+¾)	6
4u	3) <i>Vibro-Slicing:</i> HKA 3d6, Reduced Endurance (½ END; +¼); No STR Bonus (-½)	2
3u	4) <i>Vibro-Punch:</i> HA +8d6, Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)	2
3u	5) <i>Vibro-Assault:</i> Energy Blast 6d6, NND (defense is PD Force Field; +1); No Range (-½), Only Works On Grabbed Targets (-½)	6
20	<i>Vibro-Powers:</i> Elemental Control, 40-point powers	
25	1) <i>Vibro-Field:</i> Force Field (15 PD/15 ED), Reduced Endurance (0 END; +½)	0
22	2) <i>Vibro-Gliding:</i> Running +14" (20" total), Reduced Endurance (0 END; +½)	0
16	3) <i>Vibro-Phasing:</i> Desolidification (affected by sonic, vibratory, or air attacks); Concentration (½ DCV; -¼)	4
10	4) <i>Vibro-Dodging:</i> +8 DCV; Costs Endurance (-½), Increased Endurance Cost (x2 END; -½)	8

Skills

6	+2 with Vibro-Attacks Multipower
3	Breakfall 15-
3	Climbing 15-
1	AK: Andromeda Galaxy 8-
3	Language: English (completely fluent; T-ay'maar is native)
3	Stealth 15-
3	Streetwise 14-

Total Powers & Skills Cost: 198

Total Cost: 366

200+ Disadvantages

25	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Nebula 11- (As Pow, Capture)

10	Physical Limitation: Knows Little Of Earth Culture (Frequently, Slightly Impairing)
5	Physical Limitation: Utterly Alien Physiognomy (-10 to all medical and related rolls to heal or help him) (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loves To Outwit And Harass Law Enforcement (Common, Strong)
15	Social Limitation: Public Identity (Lh'alsha, Che'na Wumar) (Frequently, Major)
20	Vulnerability: 2 x STUN from Milky Way Galaxy Chemicals/Gases/Poisons (Common)
56	Experience Points

Total Disadvantage Points: 366

Background/History: He'd had a good time, but at last it was all coming to an end. For all his tricks and guile, there was only one way to stay a step ahead of the Tel'narian Guard anymore — he had to leave this galaxy entirely. An old colleague of his had built the Transport Gate for him, and supplied the technicians to run it; it would only work once — and just one way. But in a new home, he'd find new opportunities.

Suddenly the door was blasted off its hinges. "Freeze, Shamareeth!" *Tayina Mathet* Hoki yelled, her Thrombalic Blasts at the ready. "I arrest you in the name of the Republic!"

Shamareeth laughed. "Not this time, I think, *Mathet*. I have found a way to escape you and your foolish comrades forever. My only sadness is that I shall never again know the joy of tormenting you with your inability to stop me. Farewell!" With that he turned and headed straight for the archway.

"No!" Hoki shouted, swooping toward him with her Force-Flight. She grabbed him, intending to pull him back from the brink. With a snarl of rage he tried to twist out of her grasp and hit her; he would not be cheated of his final triumph so easily! But he lost his footing on the slick metal floor, and slipped, and suddenly they both plunged through the purple veil.

Colors, thousands of them, colliding in his brain. Sounds, a cacophony of them, shrieking in his ears. Dizziness, disorientation, nausea, pain. Then a tremendous impact, and nothing.

He awoke quickly; the technicians had warned him what to expect, so he'd been prepared. He stood up, looked at the *Mathet* lying there, and smiled. So she'd been dragged along, eh? Well, at least their game could continue without pause. Now it was time to find out more about his new home and the opportunities it offered. With a mocking salute to the still-unconscious Guardswoman, he ran off into the city.

Personality/Motivation: Lh'alsha, Che'na Wumar, known once as Shamareeth — or Vibron, to use the English name given him by the press soon after he first began committing crimes on Earth — is a superpowered criminal from the Androm-

eda Galaxy. Like many Human supercriminals, he's greedy, self-centered, amoral, and annoying to be around; he seems to think his powers (vibratory abilities gained when a super-weapon he was stealing exploded in his hands) set him above ordinary people.

Although Vibron has killed, and will kill again if he must, he takes little pleasure in it. He finds it a lot more fun to try to outwit or escape the police than to kill them, and with his speed and Vibro-Phasing ability, he can lead them on a merry chase indeed. In the past he's even waited at the scene of the crime until the police (or superheroes) got close enough to see and pursue him before he started to run. He also enjoys harassing them in other ways, like vandalizing police cars while the officers are inspecting a crime scene.

Quote: "Time to — as you Humans say — shake things up a bit!"

Powers/Tactics: A mutate from the Andromeda Galaxy, Vibron possesses the ability to vibrate his body at super-fast speeds, which gives him many powers. He can shoot blasts of "vibro-energy," punch someone a hundred times in the blink of an eye, slice through objects or people the same way a sonic saw cuts through wood, or shake someone so quickly and thoroughly that dizziness and nausea cause the victim to pass out. He can also run at high speeds, "vibro-phase" his body through solid objects, or dodge so rapidly it's virtually impossible to hit him.

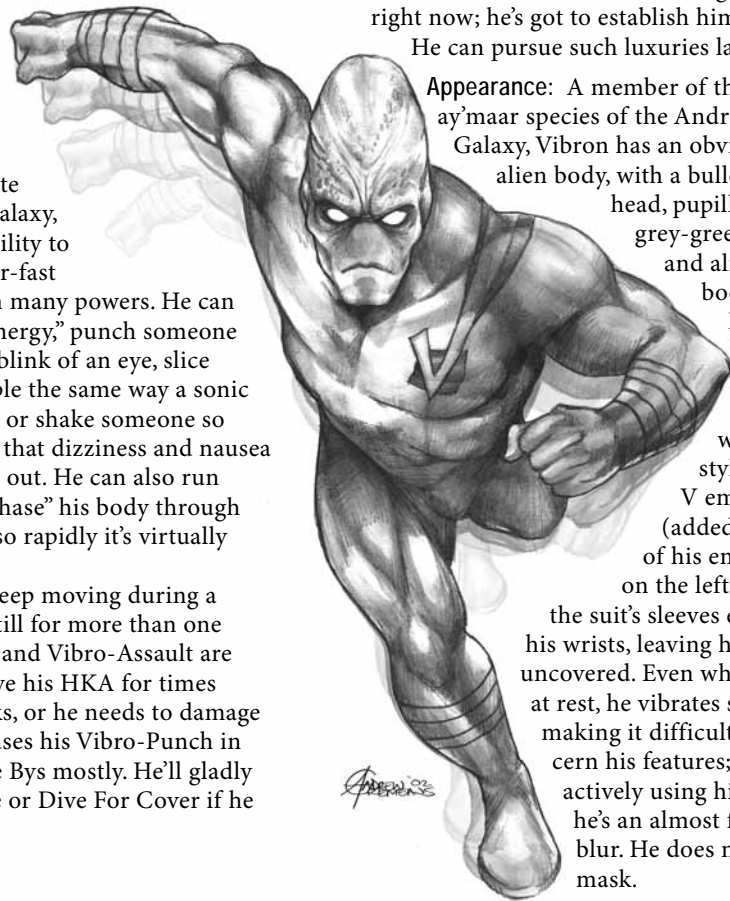
Vibron prefers to keep moving during a battle, rarely standing still for more than one Phase. His Vibro-Blasts and Vibro-Assault are favorite attacks; he'll save his HKA for times when nothing else works, or he needs to damage a nonliving object. He uses his Vibro-Punch in combination with Move Bys mostly. He'll gladly Abort a Phase to Dodge or Dive For Cover if he can avoid getting hurt.

Campaign Use: As a stranger to Earth, Vibron is still working his way into the underworld, building a reputation and earning favors by working for other villains, or with temporary villain teams. He'd like to join a permanent team, such as the Ultimates, but hasn't gotten any invitations yet. In the meantime, he can make good money through a combination of mercenary work and independent jobs.

If Vibron needs to be more powerful to fit into your campaign, increase his Multipower reserve to 75 or 90 points (and the slots correspondingly), and/or up his defenses and SPD a little. Making him weaker usually involves reducing his Multipower reserve and cutting his SPD down to 6.

Vibron isn't interested in Hunting heroes right now; he's got to establish himself first. He can pursue such luxuries later on.

Appearance: A member of the T-ay'maar species of the Andromeda Galaxy, Vibron has an obviously alien body, with a bullet-shaped head, pupilless eyes, grey-green skin, and almost no body hair. He wears a blue-grey bodysuit with a stylized V emblem (added by one of his employers) on the left breast; the suit's sleeves end at his wrists, leaving his hands uncovered. Even when he's at rest, he vibrates slightly, making it difficult to discern his features; when he's actively using his powers he's an almost featureless blur. He does not wear a mask.



ANDROMEDAN SUPERCRIMINALS

Gamemasters interested in pursuing story possibilities relating to the Andromeda Galaxy might want to use some of the following villains. The names given are approximate translations of their names in their native Andromedan tongues.

Backtrack: A chronomanipulator with the ability to "replay" up to the past ten seconds of time.

CheetahMan: A running speedster with certain feline powers.

Mandala: A mentalist with perception manipulation and distortion powers. Sultry and seductive, she often manipulates males as much with her

beauty as her powers.

Skylark: A flying speedster, able to move and survive both in atmospheres and in outer space.

Tagteam: A duplicating character with low-level super-strength and some martial arts abilities. Fast and skilled, Tagteam is/are tough to defeat in hand-to-hand combat.

Zogoth: A bizarre merging of some Andromedan elder horror and a humanoid species. Thirty feet tall, immensely strong, and terrifying to look at, Zogoth is one of the most feared villains in Andromeda.

ZEPHYR PLOT SEEDS

DEMON hires Zephyr to work with Blowtorch, Riptide, and Temblor as part of a team christened “the Elemental Evils.” Zephyr soon finds out that the Inner Circle plans to cast some powerful black magic spell related to the team’s activities, and she’s not particularly comfortable with that. How can she tip the PCs off to what DEMON’s doing without getting captured herself?

Zephyr uses her powers to alter the weather patterns around Millennium City, and threatens to subject the city to a major drought if she’s not paid a \$1 billion ransom.

To her horror, Zephyr finds herself romantically attracted to a male PC — the sort of person she ordinarily loathes. Can she somehow act on her feelings without compromising her beliefs? Is it possible some outside force is manipulating her emotions?

ZEPHYR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
30	DEX	60	15-	OCV: 10/DCV: 10
23	CON	26	14-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
8	PD	5		Total: 23 PD (15 rPD)
12	ED	7		Total: 27 ED (15 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
46	END	0		
30	STUN	0		
				Total Characteristics Cost: 153

Movement: Running: 6”/12”
Flight: 30”/240”

Cost	Powers	END
81	<i>Wind Attacks:</i> Multipower, 81-point reserve	
8u	1) <i>Wind Blast:</i> Energy Blast 8d6, Double Knockback (+¾), Reduced Endurance (½ END; +¼)	3
5u	2) <i>Wind Gust:</i> Energy Blast 8d6, Area Of Effect (9” Cone; +1); No Range (-½)	8
8u	3) <i>Tornado Blast:</i> Energy Blast 8d6, Area Of Effect (4” Radius; +1); Random Knockback (see <i>Champions</i> , page 153; -0)	8
7u	4) <i>Out Of Air:</i> Energy Blast 6d6, NND (defense is LS [Self-Contained Breathing]; +1), Reduced Endurance (0 END; +½)	0
8u	5) <i>Wind Manipulation:</i> Telekinesis (36 STR), Reduced Endurance (0 END; +½)	0
50	<i>Wind Powers:</i> Elemental Control, 100-point powers.	
90	1) <i>Air Travel:</i> Flight 30”, x8 Noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
58	2) <i>Fire Starvation:</i> Dispel Fire 12d6, all Fire Powers simultaneously (+2)	
40	<i>Air Shield:</i> Force Field (15 PD/15 ED) plus Life Support (Self-Contained Breathing)	3
22	<i>Sense Air-Currents:</i> Spatial Awareness (no Sense Group)	0

Skills

6	+3 with Flight
3	Acrobatics 15-
3	Breakfall 15-
3	Climbing 15-
3	KS: Con Games 12-
2	KS: The Superhuman World 11-
3	Lockpicking 15-
3	SS: Meteorology 12-
3	Security Systems 12-
3	Stealth 15-
3	Streetwise 13-

Total Powers & Skills Cost: 412

Total Cost: 565

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: Champions 8- (Mo Pow, NCI, Capture)
25	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
20	Psychological Limitation: Hatred Of The Police And Other Authority Figures (Common, Total)
15	Social Limitation: Public Identity (Angela Charles) (Frequently, Major)
250	Experience Points

Total Disadvantage Points: 565

Background/History: Angela Charles comes from a family that never exactly embraced wholesome American values. Her great-grandfather was an outlaw in the Old West, her grandfather a bootlegger working for the Irish mob in Boston during Prohibition, and her father a con artist, burglar, and smuggler. He started to bring Angela along on his burglary jobs when she was only eight years old — a small child can fit through windows too small for a grown man — and used her in his grifting schemes, too. It was an interesting education, and a lot more fun than school.

When Angela found out she was a mutant, with the power to control the air, her father knew they had it made. They didn’t have to bother scaling walls anymore; she could fly them both up to the roof, where there were always fewer security systems to bypass. They could carry more loot. And if they had to make a quick getaway, it’s hard to beat being able to fly at hundreds of miles per hour.

Everything was going perfectly — until they walked into a police ambush. When they tried to get away, the police opened fire. Angela’s powers protected her, but she didn’t act quickly enough to get in front of her father, and he was hit several times. She rushed him to an underworld doctor, but it was too late. He died on the makeshift operating table. Filled with cold fury, Angela flew to the precinct house and demolished it with tornadoes and wind-blasts. Then she soared off into the night to begin her own criminal career.

Personality/Motivation: Zephyr’s never known a normal existence; she’s been a criminal all her life. The idea of earning a living in the usual way, by getting a job and working in an office from eight to five, makes absolutely no sense to her — why work when you can take what you want? Crime comes as naturally to her as ordinary work does to most people.

Her absolute contempt and hatred for cops, superheroes, and anyone else in authority only makes matters worse. Anytime she gets to outwit, evade, or beat up policemen, she takes it, laughing the whole time. Though she’d never kill any of them (that causes a lot more trouble than it’s worth), she’ll gladly hurt them, put them in embarrassing positions, or interfere with their work. She won’t

obey or cooperate with any law enforcement officer unless forced to.

Quote: “You’d have better luck trying to chain a tornado than capture me!”

Powers/Tactics: Zephyr is a mutant with the ability to interact with her environment and manipulate it. At present, she only has the power to manipulate the most easily-affected part of her surroundings, the air. She’s completely unaware of the fact that, in theory, her powers could extend to affecting the ground, plants, water, and just about any other natural substance or phenomenon.

Zephyr has learned how to alter the flow of air in her immediate vicinity to achieve many different effects. She can fly at over 500 miles per hour, create mini-tornadoes and more focused wind-blasts, suck all the air out of someone’s lungs, or use the wind to pick up and move objects. In combat, she prefers to use her Wind Blast or Wind Gust, though if she runs into END use problems she’ll switch to attacks that aren’t so strenuous. If she knows an opponent can take it, she may pick him up with her Telekinesis, carry him along at a high rate of speed with her Flight, and then let him go so he slams into something hard.

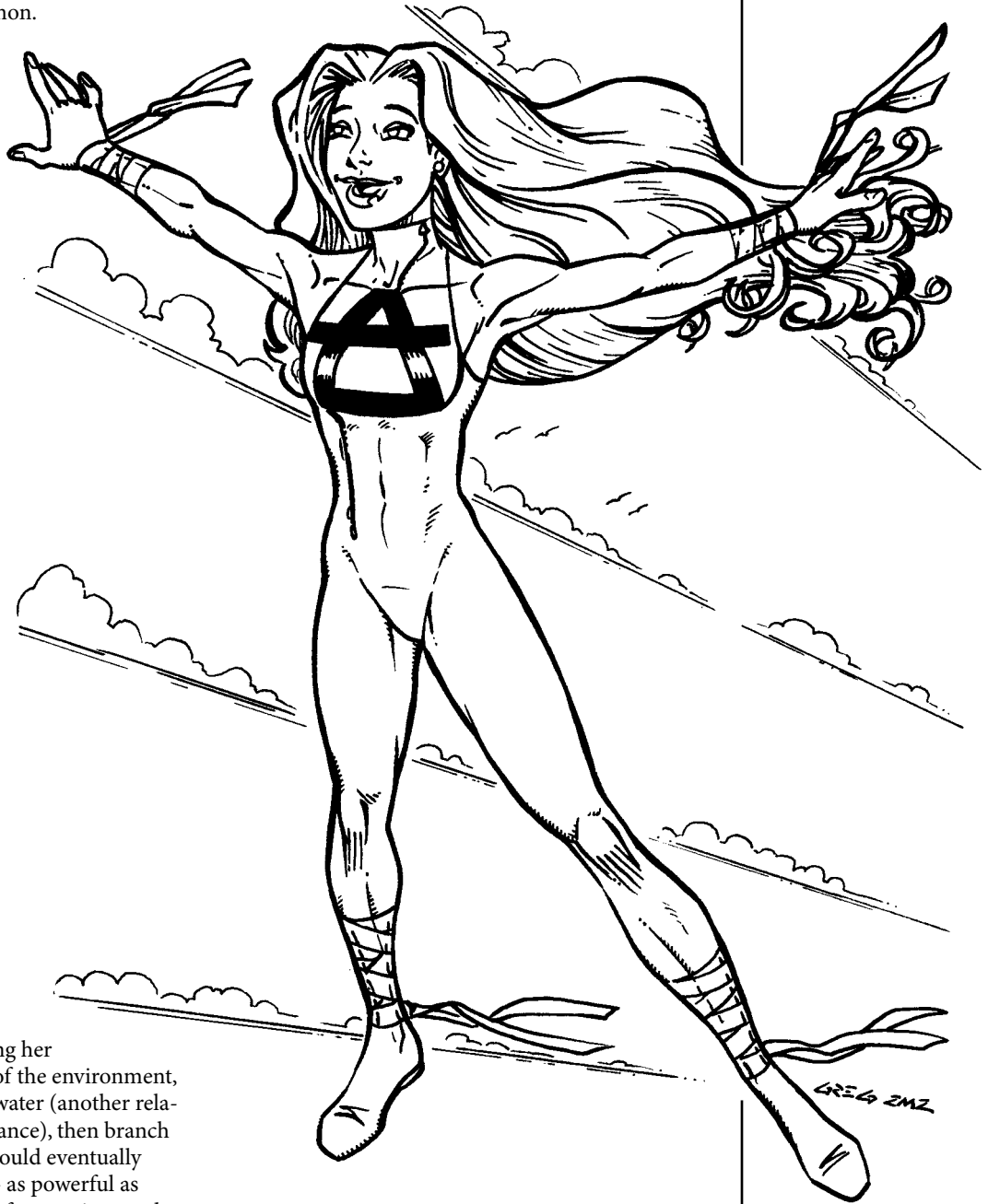
Campaign Use: Zephyr makes a good addition to many teams of villains; her powers combine versatility with a good offensive “punch.” She’ll happily work with just about any other criminal, even hardened murderers, despite her own reservations about killing. She prefers the company of other thieves; she’d get along well with GRAB.

If Zephyr needs to be more powerful to stand up to your PCs, consider expanding her powers to affect other aspects of the environment, as described above. Start with water (another relatively easily manipulated substance), then branch out from there. In theory, she could eventually become incredibly powerful — as powerful as Firewing or Gravatar in terms of raw points, and with a much more flexible suite of powers than either of them. If she’s already too strong, rein in her Multipower and EC — reduce the Active Points in each by about 25-33%.

Zephyr would only Hunt a hero who’s publicly identified as being a police officer or having sanction. She’ll learn as much as she can about her target by spying on him from high up in the sky

with binoculars, then attack swiftly and viciously. Many of her attacks will be “fly by shootings,” giving the target little, if any, opportunity to counterattack.

Appearance: Zephyr is a young woman of remarkable beauty; she could easily become a model, or an actress, if she wanted to. Her long platinum blonde hair, blue eyes, flawless skin, and coltish figure aren’t soon forgotten by those who see her. As Zephyr, she wears a sleeveless, sky-blue costume with the alchemical symbol for air on it dark blue. She doesn’t wear a mask.



ZIGZAG PLOT SEEDS

Teleios contacts the PCs and offers them a chemical weapon that will stop ZigZag's powers from working, no strings attached. Is the offer legitimate? Why is Teleios so interested in stopping ZigZag? Will the PCs accept?

ZigZag accidentally suffocates a policeman with his Engulf power. Filled with remorse, he turns himself in. The judge sentences him, in part, to community service consisting of becoming a superhero for a year. He's assigned to work with the PCs, who have to keep him from escaping. Can they, through kindness and sympathy, genuinely reform him, or is he destined to slip back into his criminal ways?

VIPER captures ZigZag. It sends a message to the PCs that it's going to torture him to death unless they surrender themselves at a place and time to be designated. What will the PCs do?

ZIGZAG

Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 200 kg; 3d6 [1]	
20	DEX	30	13-	OCV: 7/DCV: 7	
20	CON	20	13-		
10	BODY	0	11-		
13	INT	3	12-	PER Roll 12-	
12	EGO	4	11-	ECV: 4	
18	PRE	8	13-	PRE Attack: 3½d6	
10	COM	0	11-		
12	PD	9		Total: 12 PD (12 rPD)	
9	ED	5		Total: 9 ED (8 rED)	
5	SPD	20		Phases: 3, 5, 8, 10, 12	
10	REC	6			
40	END	0			
35	STUN	7		Total Characteristics Cost: 117	
Movement:			Running:	10"/20"	
Cost	Powers				END
75	<i>Elastic Body Weaponry:</i> Multipower, 75-point reserve				7
2u	1) <i>Wraparound:</i> Entangle 5d6, 5 DEF, Backlash (+½); Feedback (Zigzag takes all damage done to Entangle by anyone other than victim; -1), Lockout (can only Entangle one person, and while Entangling them cannot use any other Multipower slot; -½), No Range (-½), Cannot Form Barriers (-¼)				7
2u	2) <i>Engulf:</i> Entangle 6d6, 6 DEF, Stops Sight Group; Feedback (Zigzag takes all damage done to Entangle by anyone other than victim; -1), Lockout (can only Entangle one person, and while Entangling them cannot use any other Multipower slot; -½), No Range (-½), Cannot Form Barriers (-¼)				7
1u	3) <i>Big Spiky Fist:</i> HA +3d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)				0
7u	4) <i>Spiky Body:</i> RKA 1½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼)				3
20	<i>Elastic Body:</i> Elemental Control, 40-point powers				
42	1) <i>Stretchable Body:</i> Stretching 10", Reduced Endurance (½ END; +¼)				2
17	2) <i>Resilient Body:</i> Physical Damage Reduction, Resistant, 50%; Costs Endurance (-½) plus Energy Damage Reduction, Resistant, 25%; Costs Endurance (-½)				4
8	3) <i>Flow Through Barriers:</i> Desolidification (affected by any attack); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1)				4
21	<i>Zigging And Zagging:</i> Missile Deflection (all Ranged Attacks), Costs Endurance (-½) plus Missile Reflection (only back at attacker); Physical Missiles Only (-1), Costs Endurance (-½)				0
8	<i>Stretch-Running:</i> Running +4" (10" total)				1

Perks

10 Money: Wealthy

Skills

9 Climbing 16-
 2 KS: The Superhuman World 11-
 3 Power: Stretching Tricks 13-
 1 SS: Biology 8-
 2 SS: Chemistry 11-
 3 Stealth 13-

Total Powers & Skills Cost: 233

Total Cost: 350

200+ Disadvantages

25 Hunted: Champions 11- (Mo Pow, NCI, Capture)
 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture)
 20 Psychological Limitation: Code Versus Killing (Common, Total)
 15 Psychological Limitation: Loves To Trick, Fool, And Belittle Others (Common, Strong)
 15 Social Limitation: Secret Identity (Harvey Pepper) (Frequently, Major)
 10 Vulnerability: 2 x STUN from Cold attacks (Uncommon)
 10 Vulnerability: 2 x BODY from Poisons (Uncommon)
 35 Experience Points

Total Disadvantage Points: 350

Background/History: Harvey Pepper was a chemical technician working for Regor, Inc., a subsidiary of Fordham ChemTech that manufactured plastics. Unfortunately, he was often a lot more interested in flirting with his female co-workers than with actually getting his job done, and he didn't always pay as much attention to his work as he should have. One day, while he was chatting with Miranda from Sales, he accidentally mixed together two chemicals he shouldn't have. The resulting explosion wasn't strong enough to seriously hurt him, but it did douse him with both chemicals and knock him flat on his back. Even worse, it weakened the supports holding up a nearby vat of semi-liquid plastic compound. The vat broke free, spilling the plastic all over Harvey.

Harvey was rushed to the hospital, where he soon seemed to make a full recovery. But a few weeks later, when he was at home and trying to grab something on the other side of the kitchen table, his arm actually elongated! He was so surprised he fainted dead away, waking up a few minutes later to find that his entire body had changed to some sort of stretched-out, plasticine form. It took him a little while and a lot of concentration, but he gradually forced his body back into its normal shape and consistency.

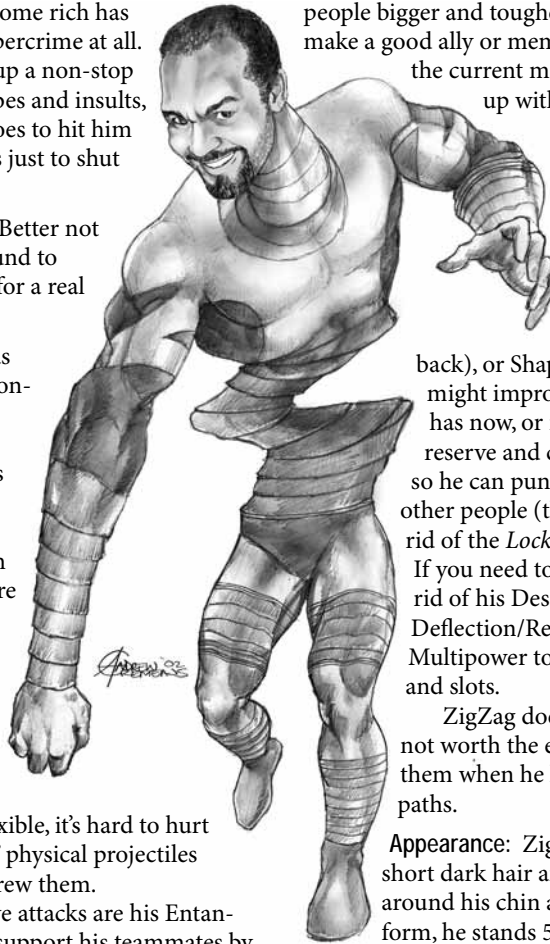
Over the long weekend, a little experimentation taught him how to control his body's new property of malleability. He could squeeze underneath closed doors, reach out and grab objects sixty feet away, and do lots of other things. With powers like this, who needed those jerks at the plant? Now he could make some *real* money!

Personality/Motivation: Harvey Pepper has never exactly taken life very seriously, and being transformed into ZigZag has only made his lackadaisical attitude even worse. He'd much rather joke around, play pranks on people, and mock other peoples' efforts than actually do anything constructive. Only his desire to become rich has gotten him involved in supercrime at all. In combat he often keeps up a non-stop routine of (often crude) jibes and insults, which often prompts his foes to hit him with high-powered attacks just to shut him up.

Quote: "Hey, Duh-fender! Better not bring your girlfriends around to fight, or they'll dump you for a real man — me!"

Powers/Tactics: ZigZag has the power to stretch and contort his entire body, which allows him to do many things. Besides the abilities mentioned above, he can make his hand into a big, spike-covered fist to smash heroes with, cover his entire body with spikes so that it's not safe to grab him, or wrap enemies up in his own body (though the latter power sometimes exposes him to injury, so he's careful about when he uses it). Because he's so flexible, it's hard to hurt him; he can even "bounce" physical projectiles back at the person who threw them.

ZigZag's most effective attacks are his Entangles, so he usually tries to support his teammates by "wrapping up" a gadgeteer, martial artist, or someone else who probably can't break free easily. Then he'll use his Stretching to trip other opponents and the like.



Campaign Use: ZigZag is a mercenary villain who'll likely earn your PCs' wrath because of his non-stop insults and wisecracks (he's already angered VIPER that way). He's not really dangerous, and in fact doesn't really want to hurt anyone at all, but he can't resist stealing things and mocking people (even people bigger and tougher than himself). He might make a good ally or member of GRAB, assuming the current members could learn to put up with him.

There are lots of possibilities if you want to make ZigZag tougher. Given the special effects of his powers, he could easily develop other abilities such as Growth, Force Wall (with Feedback), or Shape Shift; alternately, he might improve some of the abilities he has now, or increase the Multipower reserve and change the slots to Multis so he can punch people while Entangling other people (that would require getting rid of the *Lockout* Limitation as well).

If you need to weaken him instead, get rid of his Desolidification and Missile Deflection/Reflection, and reduce his Multipower to a 60 Active Point reserve and slots.

ZigZag doesn't Hunt superheroes; it's not worth the effort. He's content to insult them when he happens to cross their paths.

Appearance: ZigZag is a black man with short dark hair and a matching short beard around his chin and lips. In his normal form, he stands 5'11" tall, but at most times he uses his powers to distort his shape in some way, making it somewhat disturbing to look at him. His costume features a strange pattern of two-tone blue and white.

I'M FLEXIBLE

Here are a few examples of minor "power stunts" or other abilities the GM might let ZigZag manifest by using his Power: Stretching Tricks Skill. Generally, he shouldn't use any of these abilities more than once or twice during the campaign; if he wants to use them on a regular basis, he should buy them with Character Points.

Bouncy Bouncy: ZigZag's flexible, rubbery form allows him to leap better than normal (perhaps by shaping himself into a gigantic rubber ball). You can represent this as +2" of Leaping, with an additional +1" for every point by which he makes his Skill Roll.

Bridgework: ZigZag stretches his body between two rooftops, across a chasm, or the like, allowing other people to walk over the gap using his flattened form as

a sort of bridge. His STR indicates how much weight he can hold at once; more than that and he (and whoever's on him) falls.

Gotcha! When someone hits ZigZag with a fist or other blunt object, he uses his malleable body to "Grab" it and hold on. This works like an Entangle 2d6 12 DEF (ZigZag's own PD, in other words), +1d6 per point by which he makes his Skill Roll.

Poke In The Eye: ZigZag stretches out one of his fingers to poke an enemy in the eye. This works like a Sight Group Flash 2d6 (+1d6 per point by which he makes his Skill Roll), but only works against people with unprotected eyes.

ZORRAN THE ARTIFICER PLOT SEEDS

Zorran learns that an “ancient artifact” recovered from the Slug by the Sentinels is, in fact, a Lemurian magical weapon. He must have it! However, it’s not likely he can steal it from the Sentinels, either by guile or by force. Instead, he’ll have to trick the PCs into obtaining it for him by impersonating a mystic hero and “advising” them that they need it to prevent some world-shattering disaster.

Unbeknownst to Zorran, his “Philosopher’s Stone” is actually a fragment of the mystical “fuel core” that powered the Mandragalore, the awesomely-powerful magical weapon the Lemurians used to try to destroy the Emphyreans (but which ended up sinking their own land instead). The more he uses it, the more likely he is to unleash some disaster that might sink another continent...

Shirak the Destructor, a four-hundred-foot tall Lemurian magical construct used as a weapon against the Emphyreans millennia ago, but lost in battle, washes ashore in Africa. Zorran hears of this, steals the Destructor, and re-awakens it under his command. Now he’ll destroy all the heroes who dared oppose him... and then turn his people’s weapon against them!

ZORRAN THE ARTIFICER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [2]
22	DEX	36	13-	OCV: 7/DCV: 7
25	CON	30	14-	
15	BODY	10	11-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
				Total: 26 PD (18 rPD)
8	PD	5		Total: 30 ED (18 rED)
12	ED	7		Phases: 2, 4, 6, 8, 10, 12
6	SPD	28		
10	REC	4		
50	END	0		
40	STUN	4		Total Characteristics Cost: 189
Movement:		Running: 6”/12”		
		Flight: 20”/40”		
		Teleportation: 20”/40”		
Cost Powers		END		
53	<i>Philosopher’s Stone:</i> Major Transform 4d6 (anything into anything; heals back when touched by this or another Philosopher’s Stone), Improved Result Group (anything; +1); OAF (-1), 9 Charges (-¼) [9]			
80	<i>Arts Arcane:</i> Multipower, 80-point reserve			
12m	1)	<i>Bolt Of Power:</i>	EB 12d6	6
12m	2)	<i>The Livid Lightnings Of The Loyal Larethian:</i>	RKA 2d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½)	6
12m	3)	<i>Iskari’s Invoked Iridescence:</i>	Sight and Hearing Group Flash 7d6, Reduced Endurance (0 END; +½)	0
12m	4)	<i>Iskari’s Invoked Imaginings:</i>	Sight, Hearing, Touch, and Smell/Taste Images, -3 to PER Rolls, Increased Size (8” radius; +¾)	6
12m	5)	<i>Spell Of Somnolence:</i>	Ego Attack 6d6	6
12m	6)	<i>Mind-Shackles:</i>	Mind Control 12d6	6
8m	7)	<i>Speed Of The Zephirim:</i>	Aid DEX 4d6	0
12m	8)	<i>Zorran’s Withering Weakness:</i>	Suppress STR 12d6	6
12m	9)	<i>Wizard-Hand:</i>	Telekinesis (40 STR)	6
4u	10)	<i>Iskari’s Mantle Of Concealment:</i>	Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
6u	11)	<i>Ascension Of The Ætheric Form:</i>	Desolidification (affected by magic attacks), Reduced Endurance (0 END; +½)	0
9m	12)	<i>A Simple Spell Of Protection:</i>	Life Support: Total	0
12m	13)	<i>Winds Of The Zephirim:</i>	Flight 20”, Reduced Endurance (0 END; +½)	0
12m	14)	<i>The Mageroad:</i>	Teleportation 20”, Reduced Endurance (0 END; +½)	0
69	<i>Mantle Of Mastery:</i> Force Field (18 PD/18 ED/10 Power Defense), Reduced Endurance (0 END; +½)			
10	<i>Shield Of The Mind:</i> Mental Defense (15 points total)			
10	<i>Demon’s-Head Mask:</i> Sight Group Flash Defense (15 points); OIF (-½)			

Perks

- 5 Fringe Benefit: Member of the Lemurian High Nobility
- 10 Money: Wealthy

Talents

- 35 Danger Sense (general area, any danger) 14-
- 5 Eidetic Memory

Skills

- 9 +3 with Arts Arcane Multipower
- 3 High Society 14-
- 3 Inventor (see text) 14-
- 3 AK: Lemuria 14-
- 3 Mechanics (see text) 14-
- 3 Persuasion 14-
- 3 Power: Mystic Powers 14-
- 2 PS: Lemurian Sorcerer 11-
- 2 PS: Noble 11-
- 3 Stealth 13-
- 3 Scholar
- 2 1) KS: Arcane & Occult Lore 14-
- 2 2) KS: Demons 14-
- 2 3) KS: Lemurian History & Culture 14-
- 2 4) KS: Lemurian Magic
- 2 5) KS: The Mystic World 14-
- 1 6) KS: The Superhuman World 11-

Total Powers & Skills Cost: 472

Total Cost: 661

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: Lemurian nobility 8- (Mo Pow, Limited Geographical Area, Kill)
- 20 Psychological Limitation: Determined To Conquer Lemuria And The World (Common, Total)
- 15 Psychological Limitation: Noble Arrogance (Common, Strong)
- 25 Susceptibility: to silver, 2d6 damage per Phase (Common)
- 361 Experience Points

Total Disadvantage Points: 661

Background/History: Millennia ago, when the land of Lemuria sank beneath the waves, almost all the Lemurians drowned. The only survivors were the Mole Men, the Lemurians’ brutish servants who were used to living underground, and a few families of Lemurian nobility. Over the centuries, those noble families bred and interbred, maintaining the Lemurian traditions and preserving Lemurian lore as best they could. With no ruler able to control them, they plotted and schemed, each trying to acquire greater power for itself at the expense of its fellows.

Shortly after World War II, a daughter of one of the ancient and powerful noble houses gave birth to a son. Naming him Zorran, she schooled him in all the Lemurian arts, including magic. The boy proved to

have great talent for sorcerous pursuits, and soon was able to work magics greater than those of wizards many decades his senior. As Zorran aged into adulthood, he developed a particular affinity for the sorcerous engines, automata, constructs, furnaces, and machines so distinctive of Lemurian magic, earning the nickname “the Artificer.”

One day, while exploring certain distant regions of Lemuria where no man had gone since the Sinking, Zorran chanced upon a small cavern, or chamber, that was once a wizard’s workroom. There he found a treasure beyond price — a fragment of Philosopher’s Stone, that most puissant of magical talismans, a thing the debased Lemurian sorcery of his day had long ago lost the secret of making. Taking care to conceal it from his rivals and enemies, he took it back to his laboratories to study. He soon learned he could use it to work wondrous transformations. With a gesture and a thought, he could make the Stone turn a person into a statue, or a chair into a platter of food, or solid rock into ephemeral air. With a weapon like this, his family would reign supreme in Lemuria!

Unfortunately, he underestimated the strength and wisdom of his foes. When they saw the threat he and his house posed, they banded together to oppose him, and after several months of struggle defeated him utterly. Unwilling to keep such a dangerous viper in their midst, but equally unwilling to slay one of noble blood, the other houses chose the only course open to them: exile.

With his Philosopher’s Stone in hand, and mighty mystic powers at his beck and call, Zorran now walks the wider world. His heart seethes with anger at the Lemurians. He has vowed to defeat them, whatever it takes, and to humble them before him. And after he conquers Lemuria, Earth shall be next....

Personality/Motivation: Zorran is not a psychologically complex villain. He wants power, and he wants it now. He’s interested in both political power (over Lemurians and Humans) and mystical power; he’s not picky. He views himself as a sort of heir to the power of the ancient Lemurian kings, and he’s determined to have their throne for himself, too.

When roleplaying Zorran, try to get his air of “noble condescension” across to the players. The way he sees it, no one else is as good as he, and others should be grateful for any attention he pays them or help he provides. This attitude has not exactly endeared him to other villains with whom he has worked, much less the heroes he’s fought. Getting him to “humble” himself and admit that he’s done something wrong, or to forgive an insult, is all but impossible.

Quote: “Fool! If you dare to oppose me, my magic will strike you down where you stand.”

Powers/Tactics: Zorran the Artificer is a Lemurian sorcerer of great mystic power. In addition to the many spells he knows, he possesses a powerful magical artifact — a fragment of Philosopher’s Stone, with which he can literally transmute anything into anything else. As

his title indicates, he’s also skilled at building Lemurian magical constructs and furnaces. His *Inventor* and *Mechanics* Skills are used for that work; he knows nothing about electronics, internal combustion engines, or the like.

In combat, Zorran prefers to take the high ground, either by flying or by teleporting to a location above the battlefield. Then he can use his Stone or spells to strike down his enemies. He’s also learned how to use his Desolidification, Invisibility, and Images to get into position to make a Surprise Move (or to escape). If he knows he’s about to enter battle, he’ll use Speed Of The Zephyrim to raise his DEX first.

Zorran tailors his combat magic to suit his foe. Against bricks, he’ll use Suppress STR; against martial artists and speedsters, Mental Powers (no one can outrun or dodge the energies of the mind!); against energy projectors, gadgeteers, and other characters he usually employs straightforward Attack Powers like his Bolt Of Power.

To keep themselves safe from Zorran, his Lemurian enemies cursed him with a Susceptibility to silver. He dare not get too close to that metal, much less touch it, or he’ll suffer agonizing pain. He intends to find a way to break the curse (*i.e.*, buy off the Disadvantage), but so far a solution has eluded him.

Appearance: Like other Lemurian nobles, Zorran is tall and handsome, superficially resembling Humans but with a distinctive pale color to



his skin and hair (which he keeps relatively short). He wears wizard’s robes of purple, with a gold sash and gold high-collared cloak. He conceals the upper half of his face with an iron mask in the shape of a ram’s-horned demon’s head.

CAMPAIGN USE:

Zorran the Artificer works well as a second-tier “master villain” for mystic-oriented scenarios where you don’t want to bring in demonic evil (such as Dark Seraph) or the likes of Takofanes and his undead armies. He’s the perfect evil wizard for plots involving naked greed, grabs for power, and the like, rather than attempts to exterminate humanity. To help him fill this role, you may need to give him other powers, such as the ability to Summon servants from beyond, or Lemurian magical engines and devices (an appropriate addition, given his sobriquet).

The best way to make Zorran more powerful is to give him some of those selfsame magical engines and devices. A Staff of Power, or a magical furnace to provide END for his spells when he’s near it, or a few Lemurian golems could significantly increase his power. If he’s already too strong, remove some of his Multipower slots and reduce his SPD to 5.

Although he doesn’t like to be distracted from his ultimate goal of conquering Lemuria, Zorran will Hunt heroes who defeat, hurt, mock, or otherwise harass him. Using his spells of concealment, he’ll spy on his target, then attack when the target is already at a disadvantage. He’s particularly likely to Hunt any hero associated with Lemuria, or who possesses Lemurian magical artifacts.

SHIRAK THE DESTRUCTOR PLOT SEEDS

The classic Shirak plot: an appropriate villain (Zorran, Talisman, Dark Seraph, DEMON...) finds the inert golem, learns how to awaken and control it, and turns it loose to destroy the campaign city. This is a great way to, among other things, bring together new groups of heroes; when Shirak shows up, every superhero for miles around probably responds to stop it.

For some reason, the Destructor begins to develop a low level of true sentience, self-awareness, and will. How will it react to the world around it? Will it be good, or evil? How can the PCs help it to learn more about itself?

Zorran the Artificer claims to have possession and control of Shirak, and threatens to unleash it on Millennium City if he's not paid a ten billion dollar ransom. Is he telling the truth? If so, how can the PCs stop him *and* save the city from having to pay the money?

LEMURIAN CONSTRUCTS AND RELICS

The Lemurians were known, in the past, for their skill at creating “magiconstructs” — golems, infernal engines, mechanical beasts, and more, all combining magical energies and powers with a uniquely Lemurian quasi-industrial “aesthetic.” Here are a few examples of Lemurian constructs and devices which Zorran (or some other villain) might create or employ in fiendish schemes.

SHIRAK THE DESTRUCTOR

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
60	BODY	100	21-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
80	PRE	70	25-	PRE Attack: 16d6
6	COM	-2	10-	
40	PD	99		Total: 40 PD (40 rPD)
40	ED	117		Total: 40 ED (40 rED)
4	SPD	15		Phases: 3, 6, 9, 12
22	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 494

Movement: Running: 42”/84”
Swimming: 20”/40”

Cost	Powers	END
150	<i>Mystic Eyebolts:</i> EB 30d6, Area Of Effect (15” Radius; +1); 4 Charges (-1)	[4]
150	<i>Colossal Hands:</i> Area Of Effect (10” Radius; +1) for 100 STR, Reduced Endurance (0 END; +½)	0
137	<i>Reach:</i> Stretching 32”, Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
15	<i>Construct Body:</i> Does Not Bleed	0
45	<i>Construct Body:</i> Takes No STUN	0
50	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 100 STR	0
42	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
120	<i>Construct Body:</i> Damage Resistance (40 PD/40 ED)	0
45	<i>Construct Body:</i> Life Support: Total	0
108	<i>Heavy:</i> Knockback Resistance -18”	0
72	<i>Colossal Legs:</i> Running +36” (42” total)	7
18	<i>Colossal Form:</i> Swimming +18” (20” total)	2
5	<i>Magical Senses:</i> Infrared Perception (Sight Group)	0
5	<i>Magical Senses:</i> Ultraviolet Perception (Sight Group)	0

Talents

3 Bump Of Direction

Skills

10 +2 Hand-To-Hand

Total Powers & Skills Cost: 995

Total Cost: 1,489

200+ Disadvantages

20 Physical Limitation: Colossal (400 feet [approx. 64”] tall; -12 DCV, +12 to PER Rolls to perceive) (All The Time, Greatly Impairing)

25 Psychological Limitation: Must Obey Controller (Very Common, Total)

25 Psychological Limitation: Hates Empyreans (Very Common, Total)

1,219 Experience Points

Total Disadvantage Points: 1,489

Background/History: Many centuries ago, during one of the Lemurians’ many efforts to conquer or destroy the Empyreans, the great Lemurian sorcerer Kanarak the Bold designed a super-weapon of such mystic power that, he believed, not even the Lemurians would be able to withstand it. Four hundred feet tall, with hands big enough to crush buildings, his gigantic golem was powered by one of the largest mystical furnaces built by the Lemurians in modern times — an engine with enough power to light one of the Lemurians’ underground cities.

Christened Shirak the Destructor, the weapon was transported to Antarctica and turned loose on Arcadia. But Kanarak had underestimated both the Empyreans’ power and their determination to protect their home. Although Shirak wreaked much destruction upon their land, with courage and sacrifice the Empyreans drove it to the edge of the Antarctic ice shelf and into the frigid waters of the South Atlantic, where it sank and froze.

And so it remained for hundreds upon hundreds of years, frozen in the deep ocean. At times it drifted, at times it lay unmoving on the bottom, but it never awakened. In recent years it has drifted north, into warmer waters, where it may be that it will wash ashore and return to life....

Personality/Motivation: With one exception, Shirak has no personality of his own. It simply does what its controller (see below) orders it to do.

That exception is its hatred of the Empyreans. Imbued deep within Shirak’s “mind” by the spells of Kanarak is a burning desire to crush and destroy the Empyreans and everything associated with them. Even when it’s responding to other orders given by its controller, if it sees an Empyrean it must make an EGO Roll not to turn aside and attack its hated foe.

Quote: None. Shirak does not speak.

Powers/Tactics: Shirak is incredibly strong and durable. It fights by smashing things with

its huge hands; thanks to their size, it almost never misses. If necessary it can easily uproot a skyscraper and use it as a missile weapon or battering ram.

Shirak follows the orders issued by its controller. In its first days, the controller was the person who held a special control amulet designed by Kanarak, but as far as anyone knows that talisman has been lost for centuries. Today the only way to control the Destructor is with certain rare Lemurian spells. Zorran the Artificer knows these spells, and other Lemurian nobles may also.

In the event a hero is foolish enough to fly into the magical furnace built into Shirak's back, he takes 10d6 Killing Damage per Segment. However, if he can withstand that for at least two Segments (more if he's slower than 40" movement per Turn), he may be able to penetrate into the golem's interior, where it's far more vulnerable (DEF 10 only). Efforts to douse the furnace with huge amounts of water, sand, or the like may slow or weaken the Destructor.

Campaign Use: Shirak is a destructive force of nature, meant to be used as a tool by powerful supervillains. That is its only use. It does not Hunt heroes unless ordered to.

If Shirak isn't powerful enough to challenge your PCs, just keep increasing its size, STR, and defenses until it is. If it's *too* powerful (a far more likely situation), scale it down in STR and defenses (but not in size or PRE; it needs to be big, impressive, and scary regardless of what it can actually do).

Appearance: Shirak is a four-hundred-foot tall Lemurian golem made of dark grey mystical metals. It's powered by a gigantic magical furnace built into its back; the dull red glow of the furnace illuminates it from behind, and the heat the furnace gives off can be felt from dozens of feet away.

LEMURIAN GOLEM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
18	BODY	16	13-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
9	PD	18		Total: 9 PD (9 rPD)
9	ED	24		Total: 9 ED (9 rED)
3	SPD	0		Phases: 4, 8, 12
10	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 117

Movement: Running: 6"/12"

Cost	Powers	END
24	<i>The Golem's Embrace:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No STR Bonus (-½), Only Versus Grabbed Foes (-½), No Knockback (-¼)	0
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
20	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
4	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
27	<i>Body Of Metal:</i> Damage Resistance (9 PD/9 ED)	0
90	<i>Body Of Metal:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
36	<i>Heavy:</i> Knockback Resistance -6"	0
45	<i>Golem's Body:</i> Life Support: Total	0
5	<i>Golem's Eyes:</i> Infrared Perception (Sight Group)	0

Skills

15	+3 Hand-To-Hand
3	Climbing 13-
2	Language: Lemurian
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 350

Total Cost: 467

200+ Disadvantages

20	Physical Limitation: Human Size, Weighs 6,400 kg (All The Time, Greatly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)
207	Experience Points

Total Disadvantage Points: 467

Description: Lemurian golems are “magicon-structs” made with the melding of quasi-industrial “technology” and magic so characteristic of Lemurian artifice. They resemble large (seven feet tall) humanoids made of thick, dark grey metal plates (almost like plate armor crafted in the Lemurian aesthetic). The glow from the internal furnace which runs them can be seen leaking through the gaps between the plates as a dull orange glow. The furnace makes their bodies so hot that when they Grab a foe, they inflict terrible, often deadly, burns.

CHALA-LION

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	24		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
20	END	0		
—	STUN	—		Total Characteristics Cost: 143

Movement: Running: 9”/18”

Cost	Powers	END
22	<i>Spiked Body:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
37	<i>Chala-Fangs:</i> HKA 1 ½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½)	0
24	<i>Chala-Claws:</i> HKA 1d6+1 (2 ½d6 with STR), Reduced Endurance (0 END; +½); Reduced Penetration (-¼)	0
30	<i>Steel Skin:</i> Damage Resistance (10 PD/10 ED)	0
36	<i>Heavy:</i> Knockback Resistance -6”	0
15	<i>Construct's Body:</i> Does Not Bleed	0
10	<i>Construct's Body:</i> No Hit Locations	0
45	<i>Construct's Body:</i> Takes No STUN	0
15	<i>Tireless:</i> Reduced Endurance (0 END; +½) for STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
3	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
45	<i>Construct's Body:</i> Life Support: Total	0
6	<i>Construct's Legs:</i> Running +3” (9” total)	0

5	<i>Construct's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Construct's Eyes:</i> Ultraviolet Perception (Sight Group)	0

Skills

10	+2 Hand-To-Hand
3	Stealth 13-

Total Powers & Skills Cost: 321

Total Cost: 464

200+ Disadvantages

10	Physical Limitation: Enormous (8m long; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Controller (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
199	Experience Points

Total Disadvantage Points: 464

Description: A *chala*-lion is a magiconstruct built to mimic the extinct Lemurian great cat of the same name. A huge construct of silvery metal plates and coils, its head and body are covered with spikes, so that even attempting to block its ferocious attacks can cause its victim injury. Those who know the spells, or possess the artifacts, to control them use them as shock troops and assassins.

ADAPTING VILLAINS TO YOUR GAME



Here's an example of how to take a villain from *Conquerors, Killers, And Crooks* and change it to fit your own campaign.

Ben has decided to move up from being a player to GMing his own *Champions* campaign. He's worked up a cool background, mostly using the *Champions* Universe setting, but with a few tweaks and twists of his own. One of these twists is that the Dr. Yin Wu and the Chinese gods (or his own riff on them) will play a key role in a major campaign story arc. He has no plans to use any Egyptian gods, but he doesn't want to let Anubis go to waste, and doesn't want to waste time re-inventing the wheel, since he has a lot of his own villains to create. So, he decides to adapt Anubis's character sheet to make him Lei Kung the Thunderer, god of storms.

First, Ben takes a look at the Characteristics. Anubis is tough, but a storm-god should be even stronger and tougher. He decides to increase these a bit, making Lei Kung more of a brick, less of an energy projector.

Moving on to the powers, obviously a Chinese god wouldn't carry a lapis staff with an ankh on the top — but Ben likes the idea of a "Focus" that isn't really a Focus; that should surprise his players. So, he replaces it with the "Jade Rod Of Thunder." The powers stay the same (except for *Curse Of Scorpions*, which he deletes as inappropriate), but some of the names change to make them more Oriental-flavored. Anubis's ability to summon mummies gets replaced by Lei Kung's power to call air elementals — which are more powerful, but also harder to control. Anubis's *Force Field* doesn't quite fit Lei Kung, who should be naturally tough, so Ben replaces it with *Damage Resistance*.

Anubis's Skills don't work for Lei Kung at all, since the storm-god has no background as an archaeologist. Ben removes most of them, and replaces a few with Chinese equivalents. He also adds a *Power Skill*, in case Lei Kung needs to pull a few tricks out of his hat.

As for Disadvantages, Ben gets rid of most of Anubis's, since a true god shouldn't be so trammelled with hindrances. For a Hunter, he replaces the *Champions* with the *Tiger Squad* (since Lei Kung spends most of his time in China), and changes one of the *Psychological Limitations* to indicate that Lei Kung's beholden to the Emperor of Heaven, rather than the god Set.

Here's the final result. As you can see, Lei Kung is a bit more expensive — 588 points as compared to 535. However, that's roughly comparable to Anubis, and many of the powers are virtually identical. With about ten minutes' work, Ben has taken a character he couldn't use and converted him into one who'll play a major role in the forthcoming campaign.

LEI KUNG THE THUNDERER

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
30	PD	22		Total: 30 PD (30 rPD)
30	ED	24		Total: 30 ED (30 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
14	REC	0		
60	END	0		
60	STUN	5		Total Characteristics Cost: 246

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
87	<i>Jade Rod Of Thunder:</i> Multipower, 87-point reserve	
9u	1) <i>Divine Thunderbolt:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Stormwinds:</i> Telekinesis (36 STR), Reduced Endurance (0 END; +½)	0
3u	3) <i>Curse Of Blindness:</i> Major Transform 5d6 (sighted human into blind human; heals back on Lei Kung's command or if eyes are bathed in the waters of the Yangtze during a special ceremony); Limited Target (humans; -½), All Or Nothing (-½), Limited Range (10"; -¼)	7
8u	4) <i>Pathway Of The Gods:</i> Teleportation 24", MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½)	0
105	<i>Servants Of The Storm:</i> Summon 4 473-point air elementals (see <i>HERO System Bestiary</i> , page 70), Friendly (+¼), Reduced Endurance (½ END; +¼); Arrives Under Own Power (-½)	19
30	<i>Divine Toughness:</i> Damage Resistance (30 PD/30 ED)	0
60	<i>Wings Of The Gods:</i> Flight 20", Reduced Endurance (0 END; +½)	0

Cost	Skills
6	+2 with Jade Rod Of Thunder Multipower
11	AK: China 20-
3	KS: Chinese History 13-
5	KS: Chinese Myth & Legend 15-

17 Power: Storm God Powers 20-

Total Powers & Skills Cost: 352**Total Cost: 598****200+ Disadvantages**

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 25 Hunted: Tiger Squad 11- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Must Fulfill The Will Of Shang Ti (Very Common, Total)
- 15 Psychological Limitation: Broadcasts Intentions In Combat (Common, Strong)
- 15 Reputation: destructive god/supervillain, 11- (Extreme)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 288 Experience Points

Total Disadvantage Points: 598

Next, Ben decides he's going to create Guan Di, the Chinese god of war. He wants an archery-based villain, so in the grand comics tradition of changing mythology around to suit the needs of the story, he decides to make Guan Di a little bit more of a god of archery than of all forms of war. Since *Conquerors, Killers, And Crooks* has an archery-based character — Warpath — he decides to adapt her character sheet for Guan Di, changing technological items to magical, and discarding arrows and items that aren't appropriate even after they're converted.

Besides replacing tech with magic, the main changes Ben needs to make are to the Characteristics. A god needs much better characteristics than a mortal archer, after all! He also changes the Disadvantages, making them more like Lei Kung's. The resulting character has a lot more Character Points than Warpath — 133 more — but that puts him a little closer in power to Lei Kung. Once again, with just a few minutes' work, Ben's found a way to turn a CKC character into something new and distinctive for his game.

GUAN DI

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
25	CON	30	14-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
20	PD	14		Total: 20 PD (20 rPD)
20	ED	15		Total: 20 ED (20 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
15	REC	8		
50	END	0		
50	STUN	12		Total Characteristic Cost: 239

Movement: Running: 20"/40"**Cost Powers END**

- 30 *Magic Bow and Arrows:* Multipower, 60-point reserve; all OAF (-1)
- 1u 1) *Deadly Arrow:* RKA 3d6; OAF (-1), 4 Charges (-1) [4]
- 1u 2) *Armor-Cutting Arrow:* RKA 2d6, Armor Piercing (+½); OAF (-1), 4 Charges (-1) [4]
- 2u 3) *Arrow Of The Sun:* Sight Group Flash 12d6; OAF (-1), 4 Charges (-1) [4]
- 2u 4) *Arrow Of Blinding Vapors:* Darkness to Sight Group 6" radius; OAF (-1), 4 Charges lasting one Turn each (removed by high winds or rain; -½) [4cc]
- 2u 5) *Thunderclap Arrow:* Energy Blast 8d6, Explosion (+½); OAF (-1), 4 Charges (-1) [4]
- 2u 6) *Arrow Of Tranquil Mists:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4" Radius; +1); OAF (-1), 4 Charges (-1) [4]
- 22 *Magic Sword:* HKA 2d6 (3d6+1 with STR), Armor Piercing (+½); OAF (-1) 3
- 40 *Uncanny Accuracy:* Find Weakness with Bow and Arrows Multipower 15- 0
- 20 *Divine Toughness:* Damage Resistance (20 PD/20 ED) 0
- 12 *Divine Eyesight:* +6 PER with Sight Group 0
- 5 *Divine Eyesight:* Infrared Perception (Sight Group) 0
- 5 *Divine Eyesight:* Ultraviolet Perception (Sight Group) 0
- 28 *Divine Swiftness:* Running +14" (20" total) 3

Talents

- 15 Lightning Reflexes: +10 DEX to act first with All Powers

Skills

- 24 +8 with Magic Bow and Arrows Multipower
- 10 KS: Chinese Myths & Legends 19-
- 5 KS: Literature 14-
- 3 KS: Military History 12-
- 3 Stealth 15-
- 9 Tactics 16-
- 3 Trading 14-

Total Powers & Skill Cost: 244**Total Cost: 483****200+ Disadvantages**

- 25 Hunted: Tiger Squad 11- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Must Fulfill The Will Of Shang Ti (Very Common, Total)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 15 Reputation: destructive god/supervillain, 11- (Extreme)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 183 Experience Points

Total Disadvantage Points: 483

MASTER REFERENCE CHART OF VILLAINS

This summary table provides a quick reference for GMs looking for a particular type of villain for use in a scenario. (Agents and the like are not included.) The table includes two categories of information. The first is the archetype or archetypes the character belongs to, using the ones defined on pages 69-80 of *Champions* (the *Patriot* archetype is not included; none of the villains in this book fit it, since it's mostly an archetype for heroes). The second category includes other types of useful information, as follows:

- Alien:** The character is not native to Earth; he comes from another planet or dimension.
- Goal:** The character has a specific goal, other than those listed elsewhere; see his writeup for information.
- Greedy:** The character is motivated by a desire for wealth, luxuries, and the like.
- Loner:** The character does not get along well with others, and rarely teams up with other villains.

Master Villain: The character is powerful enough to threaten entire nations or worlds in the right circumstances.

Mercenary: The character is a villain-for-hire; he commits crimes for pay.

Mutant: The character's powers derive from his mutant physiology.

Powerhungry: The character lusts for power and control over others.

Technological: The character uses, or has powers related to, super-technology.

Thief: The character's primary form of crime is stealing.

Violent: The character is prone to violence, bloodshed, and/or destruction.

Survey: The character's typical ranking in the Department of Defense's *Superhuman*

Survey. From most to least dangerous, the rankings are Omega, Delta, Beta, and Alpha. A character's ranking may change from year to year, or be debated within the defense community.

Points: The total number of Character Points the character is built with.

	Energy Projector	Gadgeteer	Marital Artist	Mentalist	Metamorph	Mystic	Powered Armor	Speedster	Weaponmaster	Alien	Goal	Greedy	Loner	Master Villain	Mercenary	Mutant	Powerhungry	Technological	Thief	Violent	Survey	Points
Ankylosaur	X	—	—	—	—	—	—	X	—	—	—	—	—	—	X	—	—	X	—	X	A	350
Anubis	—	X	—	—	—	X	—	—	—	—	X	—	—	—	—	—	X	—	—	—	B	534
Armadillo	X	—	—	—	—	—	X	—	—	—	—	—	—	—	X	—	—	X	—	X	A	350
Binder	—	X	—	—	—	—	—	—	—	—	X	—	—	—	—	—	X	—	—	—	B	393
Black Diamond	X	—	—	—	—	—	—	—	—	—	—	X	—	—	—	X	—	—	—	—	A	350
Black Harlequin	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	—	X	A	392
Black Paladin	—	—	—	—	—	X	—	—	—	X	—	—	X	—	—	—	X	—	—	X	B	536
Black Talon suit	—	—	—	—	—	—	X	—	—	—	X	—	—	—	—	—	—	X	—	—	B	576
Blackstar	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	X	A	400
Bloodstone	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	X	B	388
Blowtorch	—	—	—	—	—	—	—	—	—	X	X	—	—	—	—	—	—	—	—	X	A	350
Bluejay	—	X	—	—	—	—	—	—	X	—	—	X	—	—	—	—	—	X	X	X	A	350
Brainchild	—	—	X	—	—	—	—	—	—	—	—	X	—	—	—	X	—	X	—	—	A	350
Bulldozer	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	A	290
Captain Chronos	—	X	—	—	—	—	—	—	X	—	X	—	—	—	—	—	—	X	—	—	B	649
Cateran	X	—	—	—	—	—	—	—	—	—	—	—	X	—	—	X	—	—	—	—	A	570
Chala-Lion	X	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	X	X	A	464
Cheshire Cat	—	—	—	X	—	—	—	—	X	—	—	X	—	—	—	—	—	—	X	X	A	376
Cybermind	—	—	—	—	X	—	—	—	—	—	—	—	—	—	X	—	—	X	—	X	B	350
Cyclone	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	A	430
Dark Seraph	—	—	—	—	—	X	—	—	—	—	X	—	—	X	—	—	—	—	—	X	D	816
Destroid robot	—	X	—	—	—	—	—	—	—	—	X	—	—	—	—	—	X	—	—	—	A	618
Dr. Destroyer	X	X	—	—	—	—	—	X	—	—	X	—	—	X	—	—	X	—	—	—	O	2,516

SUPERVILLAIN SUMMARY TABLE

The following table provides basic information about all the villains described in this book for easy reference. All characters are listed in alphabetical order, without regard for which chapter they appear in. The "Attacks" column lists only the character's most common or prominent attacks, since most villains have too many ways to attack to list them all. See the end of the table for an explanation of the notation used.

SUPERVILLAIN SUMMARY TABLE

Name	STR	DEX	CON	BODY	PRE	PD/PPD	ED/VED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Ankylosaur	40	21	25	10	20	26/22	26/22	4	8	40	7	7	12" [20"]	15d6, 10d6 EX	116
Anubis	25	22	22	15	25	28/18	30/18	6	9	40	7	7	6" [20"] 124"MS!	14d6, (1d6 NND)	118
Armadillo	50	18	18	15	15	26/20	24/20	5	9	45	6	6	6" 112"!	12d6, (2d6 AP)	120
Binder	15	20	20	12	20	17/9	17/9	5	7	40	7	7	6" [18"]	6d6 Ent	102
Black Diamond	60	20	40	15	20	25/25	25/25	6	20	65	7	7	9" [20"]	12d6	81
Black Harlequin	15	24	20	10	25	16/8	16/8	5	12	40	8	8	11"	8d6 EX, (1d6 AP)	123
Black Paladin	30	24	28	15	25	22/14	22/14	5	12	50	8	8	9" 115"!	8d6%, (1 1/2d6%), 12d6	126
Black Talon suit	30	20	20	20	25	18/18	18/18	4	10	45	7	7	11" [15"]	(2 1/2d6 AF AP), 12d6 AF	19
Blackstar	20/80	18	28	15	20	24/24	24/24	4	12	40	6	6	6"	1d6	104
Bloodstone	25	23	23	15	25	20/20	16/16	5	10	40	8	8	6" [15"]	12d6, (1 1/2d6 NND)	56
Blowtorch	15	20	18	10	15	18/12	18/12	5	7	30	7	7	7"	(3d6 AP), (2d6 AE)	129
Bluejay	30	23	20	10	20	19/14	19/14	6	7	30	8	8	6" [16"]	12d6, 4d6 Dm STR, 6d6 Ent	82
Brainchild	10	18	18	10	20	18/12	18/12	5	6	30	6	6	6" [15"]	2d6 Ego, 4d6 MC, 10d6, (3d6)	131
Bulldozer	50	20	30	20	20	24/14	24/14	4	20	70	7	7	10"	10d6	133
Captain Chronos	10	20	20	10	20	39/33	39/33	8	10	30	7	7	6" 130"!	(1 1/2d6 NND), 6d6 NND, 10d6	135
Cateran	50	26	40	25	25	20/14	20/14	7	20	70	9	9	11" (4")	10d6, (2d6%)	138
Cheshire Cat	30	25	23	10	20	17/3	17/3	6	11	37	8	8	10" {10"} 115"!	4d6%, 8d6	84
Cybermind	10	15	15	10	15	10/6	12/6	4	5	25	5	5	6"	12d6 MC (Machines)	141
Cyclone	40	25	30	10	20	22/15	22/15	6	6	30	8	8	6" [24"]	10d6 DKB, 9d6 AE	106
Dark Seraph	45	23	25	15	30	35/35	35/35	6	20	70	8	8	6" [20"]	18d6 EX, 18d6, 9d6 Ego	53
Destroid robot	10	20	10	15	10	10/10	10/10	5	4	—	7	7	9" [10"]	(3d6 AE), (2d6 DS)	18
Dr. Destroyer	80	30	55	30	60	40/40	40/40	8	30	100	10	10	12" [30"]	30d6, 20d6 AP, 20d6 EX	10
Durak	70	23	40	20	25	30/30	30/30	5	22	75	8	8	6" [24"]	14d6	69
Eclipse	25	23	20	10	20	20/20	20/20	6	12	50	8	8	6" [15"]	12d6, Darkness	57
Esper	15	20	23	18	25	18/10	20/10	5	10	40	7	7	6"	5d6 Ego, 10d6 MC	143
Fenris	30	25	23	18	20	23/11	21/11	6	11	45	8	8	12" (15")	(1d6 AP%)	145
Feuermacher	10	21	25	10	18	22/16	34/24	5	7	35	7	7	6" [20"]	10d6, 8d6 EX, (3d6), (2d6 DS)	71
Fiacho	25	23	23	16	25	22/14	21/14	5	14	45	8	8	11" (10")	(1d6 AF AP), 11d6	67
Firewing	40	30	45	15	40	40/20	40/20	7	25	80	10	10	6" [30"]	20d6, 12d6 AP, (4d6 AP)	147
Force	40	21	25	15	20	23/23	23/23	5	13	50	7	7	6" [15"]	12d6, (4d6)	59
Foxbat	20	23	20	10	20	19/11	17/11	5	8	30	8	8	9" (10") 120"!	8d6, 5d6 Ent, 5d6 NND	150
Gargantua	25/100	20	20/45	15/30	20/45	40/20	40/20	5	15	40/55	7	7	6" /36"	20d6 AE	152
Gigaton	60	23	40	20	30	25/20	30/20	5	20	70	8	8	9" [15"]	14d6, 14d6 EX, 5d6 Ent	13
Gravitar	40	25	30	15	30	54/30	54/30	6	20	60	8	8	6" [30"]	18d6, (4d6), 9d6 NND	21
Grond	90	18	50	30	30	40/40	30/30	4	28	100	6	6	6" (28") (12")	18d6	154

Name	STR	DEX	CON	BODY	PRE	PD/FPD	ED/VED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Herculan	40	24	30	20	15	21/6	21/6	6	14	55	8	8	6" [10"]	8d6, 3d6 Transfer	156
Holocaust	40	27	30	20	30	32/18	32/18	8	20	70	9	9	9" [30"]	20d6, 12d6 AP, 10d6 AE	159
Hornet	30	22	23	14	20	15/5	12/5	5	11	41	7	7	6" [20"]	12d6, 6d6 Drn STUN	161
Howler	13	26	23	10	20	27/20	27/20	5	30	30	9	9	6" [20"]	12d6, 10d6/6d6 Var Adv	162
Hummingbird	10	24	18	10	15	16/8	16/8	5	8	30	8	8	6" [25"]	5d6 Ego, 10d6 MC	86
Hypnos	15	18	18	10	12	16/8	15/8	5	9	30	6	6	6" [10"]	12d6 MC, 5d6 Ego, 3d6 Drn EGO	92
Istivatha V'han	40	26	24	16	30	25/20	25/20	6	18	60	9	9	6"	20d6	26
Lady Blue	10	27	20	10	18	26/20	28/20	5	8	40	7	7	6" [15"]	12d6, 8d6 AF	164
Lancer	20	21	23	17	20	19/8	18/8	6	13	39	7	7	7"	4d6 Ego, 8d6	94
Lazer	15	20	18	10	18	24/14	22/14	5	8	40	7	7	6" [15"]	12d6, 8d6 AP, 6d6 NND	166
Leech	40	20	28	15	30	30/14	20/14	5	14	50	7	7	6" (10")	Drn 3d6	168
Lodestone	15	20	20	10	15	28/20	30/20	5	7	35	7	7	6" [20"]	12d6, 6d6 Ent	170
Masquerade	15	20	20	13	20	11/3	9/3	4	7	31	7	7	8"	(1d6%), (1d6+1%), 9d6	172
Mechassassin	35	28	30	15	25	23/15	23/15	6	10	40	9	9	9" (15")	10d6 AP, (3d6 Pen), 6d6 Ent	174
Medusa	8	16	17	8	20	18/14	18/14	4	5	30	5	5	6"	6d6 BOECV Ent	95
Menagerte	15	23	20	10	15	11/3	9/3	6	10	30	8	8	9" (6")	Animal Multiform	177
Mentalla	10	20	20	11	20	24/16	24/16	6	10	30	7	7	6" [16"]	7d6 Ego, 14d6 MC	73
Menton	20	24	40	20	35	35/20	40/20	5	16	75	8	8	6" [20"] 120"!	8d6 Ego, 16d6 MC, 16d6	28
Mind Slayer	15	18	19	10	15	40/31	30/21	5	7	27	6	6	6" [15"]	(4d6), 8d6	97
Mirage	15	20	15	10	25	12/6	13/6	5	6	30	7	7	6"	Gadget Pool, Illusions	179
The Monster	60	30	40	30	30	25/25	25/25	6	20	100	10	10	15"	12d6, (2 1/2d6%)	181
Morningstar	50	20	30	25	25	25/18	25/18	5	20	65	7	7	11"	6d6%	182
Nebula	30	23	25	10	20	27/15	30/15	6	11	40	8	8	6" [15"]	12d6, (4d6)	184
Ogre	65	20	33	23	25	30/20	24/20	4	20	73	7	7	6" (23")	13d6	187
Phoenix	25	20	23	13	25	15/12	25/20	6	15	50	7	7	6" [20"]	12d6, (4d6), (1d6 DS)	61
Photon	10	30	25	10	15	27/20	38/20	8	7	30	10	10	6" [30"]	12d6, Slight Group Flashes	189
Psimon	13	18	25	15	23	15/8	18/8	5	15	35	6	6	6"	12d6 MC, 6d6 Ego	91
Radium	10	23	23	10	20	18/12	24/12	5	12	40	8	8	6"	12d6, 6d6 NND	108
Rakshasa	20	26	20	10	25	15/8	15/8	6	8	30	9	9	9"	12d6 Mental Illusions	15
Riptide	20	24	20	10	15	18/6	16/6	5	8	30	8	8	6" (20")	9d6 DKB, 8d6 AE, 6d6 NND	191
Scorpia	15	24	20	20	20	14/8	14/8	5	12	38	8	8	9" (6") 110"!	(2d6), (1d6 AF), (4d6 NND)	75
Shadowdragon	20	20	20	13	20	22/12	22/12	5	8	40	7	7	10" (12") 130"!	12d6, 3d6 Drn PRE, Darkness	193
Shrinker	10	20	25	10	20	13/3	13/3	5	7	30	7	7	6" [16"] 110" MS!	(1d6+1 Pen), 8d6	195
Slick	15	28	22	10	15	18/8	18/8	7	10	30	9	9	32"	6d6 Ent, 4d6 Ent AE	110
The Slug	15	26	25	8	30	20/15	20/15	6	15	40	9	9	6" 19"!	4d6 Ego, 12d6, Transform	198
Stormfront	15	20	20	10	20	22/14	24/14	5	10	30	7	7	6" [14"]	(2 1/2d6), 3d6 NND AE	200
Takofanes	30	25	30	30	60	25/25	25/25	6	20	80	8	8	6" [20"]	10d6, 5d6 Ent	31
Temblor	50	20	30	20	25	30/20	30/20	4	16	60	7	7	6" 18"!	10d6, 5d6 Ent	62
Tesseract	10	23	20	10	18	10/0	10/0	5	8	30	8	8	6" 130"!	(3d6 Pen), 10d6, 8d6 Ent	202
Thorn	25	20	23	15	20	21/6	16/6	5	20	60	7	7	6" 13"!	(2d6 AP), 6d6 NND, 6d6 Ent	204
Thunderbird	20	23	20	12	25	19/11	19/11	5	8	40	8	8	10"	(2 1/2d6 AF), (2d6 AP)	206
Thunderbolt I	25	23	20	13	20	25/15	40/25	5	9	40	8	8	6" 130"!	15d6, (4d6)	112
Thunderbolt II	40	27	30	15	20	20/20	20/20	8	14	50	9	9	25"	8d6	209
Torment	15	18	18	12	10	18/8	16/8	4	9	30	6	6	7"	4d6 Ego	99
Ultrasonique	15	23	23	12	15	18/10	18/10	5	8	35	8	8	6" (12")	Gadget Pool, 14d6, 7d6 AE	77

Name	STR	DEX	CON	BODY	PRE	PD/rPD	ED/rED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Utility	20	20	20	15	20	16/8	16/8	5	10	40	7	7	9" (7") !15"!	15d6, (4d6), Gadget Pool	211
Vibron	20	29	28	12	20	25/15	23/15	7	10	40	10	10	20"	12d6, 7d6 DKB, 6d6 NND	214
Warbird	20	20	20	12	18	20/12	20/12	5	8	37	7	7	7" [20"]	8d6 EX	39
Warcry	15	20	18	13	15	18/12	22/12	5	7	35	7	7	9"	12d6, 10d6 EX, (4d6)	41
Warhead	20	23	20	15	20	22/12	20/12	5	8	35	8	8	6" [15"]	(2 1/2d6 EX), 6d6 Ent	43
The Warlord	40	20	25	15	30	34/24	32/24	5	10	50	7	7	9" [20"] [20"]	18d6, (6d6), 9d6 Ent	38
Warmonger	15	18	18	10	15	18/12	20/12	5	7	30	6	6	6"	8d6/14d6 MC, 2d6 Ego	45
Warpath	15	25	15	10	18	22/12	22/12	5	10	45	8	8	12"	(3d6), (2d6 AP), 8d6 EX	47
Zephyr	15	30	23	10	20	23/15	27/15	6	8	30	10	10	6" [30"]	8d6 DKB, 8d6 AE, 6d6 NND	216
ZigZag	15	20	20	10	18	12/12	9/8	5	10	35	7	7	10"	5d6 Ent, 6d6 Ent, 3d6%	218
Zorran the Artificer	15	22	25	15	25	26/18	30/18	6	10	40	7	7	6" [20"] !20"!	12d6, (2d6 AP), 6d6 Ego	220

NOTES**Attacks**

#: A Normal Damage attack.

(#): A Killing Damage attack

AE: Area Of Effect

AF: Autofire

AP: Armor Piercing

BOECV: Based On Ego Combat Value

DKB: Double Knockback

Dri: Drain

DS: Damage Shield

Ego: Ego Attack

Ent: Entangle

EX: Explosion

MC: Mind Control

MS: MegaScaled

NND: No Normal Defense

Pen: Penetrating

Var Adv: Variable Advantages

%: Character can increase the attack's damage with STR

Movement

#": Running (ground movement)

(#"): Swimming (listed only if character can swim faster than 2")

[#"]: Flight

{#"}: Leaping (listed only if character can leap a different distance than indicated by its STR)

!#": Special mode of movement (e.g., Swinging, Tunneling, Teleportation)

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